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BRITAIN'S BEST SELLING MAGAZINE FOR THE

CPC 464 • 6128 PLUS

GX4000 CONSOLE

ISSUE 62
NOVEMBER
1990
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AMSTRAD ACTION

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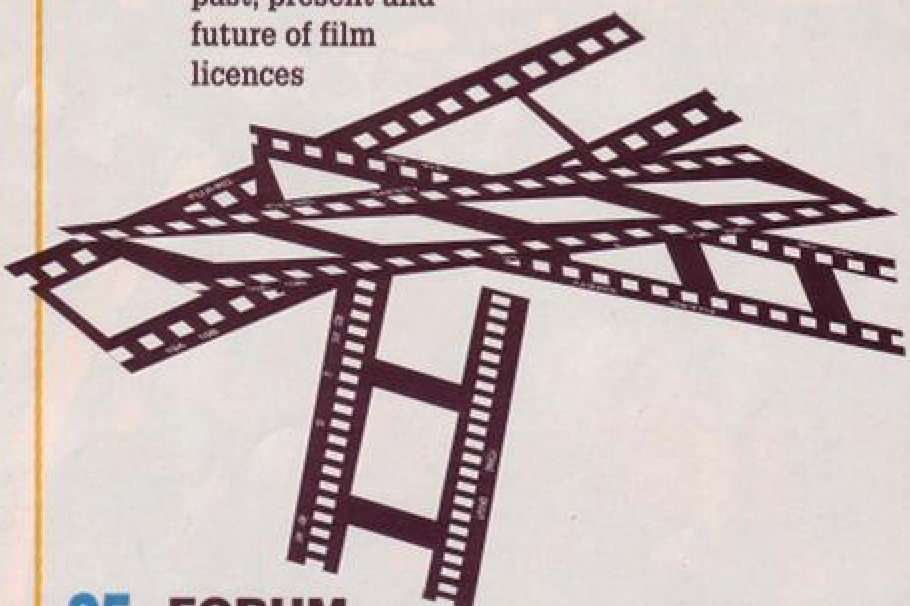
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Sorry 'n' all that, but we're so busy putting your favourite CPC magazine together, we just don't have time to take all those calls about cheats, listings, best buys and so on. That doesn't mean we can't help you out, though – 'course not! Just send a letter to *Cheat Mode, Type-ins, Forum, Reaction* etc and we'll do our darndest to sort you out...

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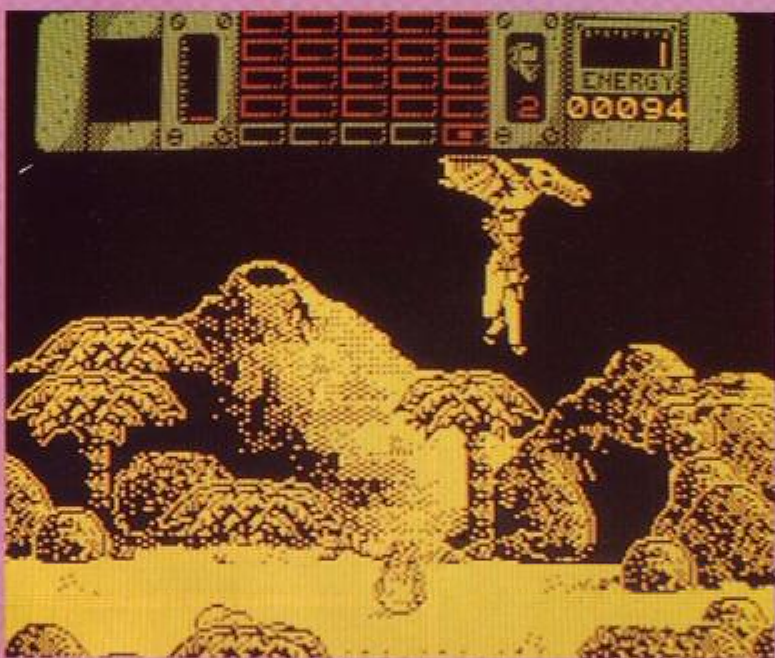


Amstrad's console demonstrator breaks cover, the latest Gallup charts, and more...



The very best in CPC entertainment

THE ACTION BEGINS ON 43!







A new leaf?

In the past, the relationship between Amstrad and the Press has had something of the Cold War about it – a kind of mutual distrust passed down from generation to generation. Amstrad has never had a good press, and the press has never had much joy from Amstrad.

But times are changing. The signs were there at the launch of the CPC in Paris, when Amstrad explained how the specs for the new console were decided by the software houses, not the engineers. And then there was the fact that Amstrad would not be selling the cartridges under its own name, but that the software publishers would get the credit on the packaging. And by the time I'd come away from my interview with Peter Roeback (see page 7) at Amstrad's Brentwood HQ, I was convinced. Amstrad had turned over a new leaf.

Gone is the aggressive marketeering of the '80s, the general belligerence that so alienated the Press. What's emerging now is a company that is prepared to work with the rest of the industry instead of trying to dominate it. We've not just got new machines – maybe we've got a 'new' Amstrad too?



The End




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ROD LAWTON grills Amstrad's Peter Roback and press consultant Nick Hewer in a special *AA* interview...

Amstrad's action!

What is your role in Amstrad? [To Roeback]
Variable! As far as this project is concerned, my role has been to gain the support of the software houses and make sure the machine has software support. So that comes under the broad spectrum of Software Manager.

So does that mean you choose what games go on the console?
We do have the right to say we wish to work with Company A and not with Company B. But having said we'll work with Company A, we don't think we have the right to say "you can put this game out but you can't put that game out", because you get into things like restraint of trade and restrictive practice. You have to bear in mind that we are only acting as the manufacturer.



● Peter Roback is Amstrad's Software & Peripherals Product Manager. He is the man responsible for the whole console marketing drive.

What's the reaction of publishers to another cartridge format, as opposed to software on tape or disk?
For them, it's wonderful. Yes, it's a big investment, but if you believe all the figures, for every one legitimate game that's sold there are eight illegitimate copies made of it. You can take an average software company in the UK today that maybe turns over £2 million – that means they're having £16 million stolen from them, in effect. I don't believe those figures. While there were eight copies made, probably only two of those people would really have gone out and bought the game. That's still a big loss for the company.

So the cartridge format helps them. The kind of software piracy that the industry has never been able to stop, historically, is little Johnnie taping it from his pal round the corner, and that's where the majority of damage is done.

What about the other consoles on the market? What do you think of them?
No comment!

HEWER: Our view is that – honestly – we never comment on other people's machines. We just stand back and wish them luck. The worst thing one wants to do is get into a slanging match. I guess the point is that both Nintendo and Sega have established the market to such an extent that we now find it worthwhile and interesting. OK, so that's a compliment to them. If anything, we feel there's a little bit of complacency there. There's room for us. So we're the third player coming in.

Would be fairer of me to ask what you're bringing to the console market that's new?
An easy, entry-level machine that has a natural upgrade path, in as much as if someone goes out and buys an Amstrad console for their six, seven, or eight-year old, and then in two years' time decides, "well look, it's very nice playing games but I'd like you to actually do some work on this machine", or the kid says, "yeah, this is really nice playing games, but I'd really love to find out how they're written". They don't have to throw away hundreds of pounds' worth of software. They can go out and buy a 464 Plus or 6128 Plus and still have the same software base there.

Is there at the moment a limit to the number of cartridges that Amstrad can manufacture?
No, not really. It's fairly low-level technology as far as manufacturing is concerned. We can react to demand very, very quickly. We have the capacity to manufacture around a quarter of a million ROMs a month. So I don't think we're going to run out of production capacity!

What about the price of the cartridges, how is that going to be fixed? Does that depend on the cost of the raw materials, or is it going to be set as a matter of policy?
It really is a matter for the software houses, to say what price they want to sell cartridges at. They calculate their own margins. Obviously it all relates back to the price of raw materials. As of today, that's set at £24.95. I can't see it for the forseeable future moving considerably in either direction, really.

We understand Dixons is going to carry the software. That must be quite a coup, because it hasn't done that before, has it?
They have done tests over the last three months with Nintendo software, and they've done very well with it. And it's something we've been trying to convince them of for ages. Because we've always said that one of the keys to this whole project is getting the software sold alongside the hardware. It's very important because with they type of people who buy this computer it's almost certainly it's going to be a first-time purchase.

We've seen the special demonstrator unit at the show. That seems an excellent idea.
That's right. We feel it's important that kids should know what they're buying. You're not spending £2.99 on a tape this time, you're spending £24.95 – but we've seen from the history of Sega and Nintendo that people are willing to spend that sort of money. I think it's important that they should know what they're buying.

Are the twelves games on the comparator going to be updated regularly?
As regularly as retailers find it fit. So if they find a slow-moving item they can pull it out of the Comparator and put something else in.

How many Comparators are going to go out? Are a couple of shops in every High Street going to have one?
The Comparators are not made for the High Street multiples. They have their own way of displaying software. They have special needs – so they work out their own. These are for independent dealers ostensibly.

So that was that. Amstrad is clearly 100 per cent behind the new machines, and behind the inevitable bullish front there lies a quiet confidence in the relaunched 8-bit range. Most telling of all, though, is the company's determination that the new hardware should be software-led. Which is a fancy way of saying that – at last – the programmers and publishers should have the final say, not the engineers.

CONSOLE CLUES

Amstrad is going out of its way to make sure buyers have the easiest possible time when choosing console software. The packaging is being designed specially for computer novices:



● All cartridge games will share a common general appearance to allow instant recognition in the retailers. Artwork has to fit in a pre-defined area, and the packaging must also incorporate two screen shots taken from the console version of the game.



● Special grey-toned background graphics will be used on the packaging so that buyers can instantly tell what type of game they're looking at. The categories are action, role-playing, adventure, sport and racing.

Amscene

releases... updates... previews... new releases... updates... previews...

128K SPECCY MOVES OVER FOR PLUS

Amstrad shows support for new 6128 Plus by chopping the 'competing' Spectrum Plus 3

Production of the Spectrum Plus 3 has ceased. Amstrad, which manufactured the machine alongside the CPC/Plus range, has stopped making them because the Spectrum Plus 3's potential market was deemed to be too close to that of the top Plus machine.

That's tough on Spectrum fans, but great news for Plus buyers, as it clearly demonstrates Amstrad's determination to support the machine.

The good news for Spectrum owners (who need all the good news they can get, let's face it!) is that the Spectrum Plus 2 will still continue to be made – it will be the only remaining version of the Spectrum still around.

The news has brought a mixed reaction. It's sad to see a machine with such a colourful history behind it disappear, but the 6128 Plus is technically far superior to the Plus 3, which was built and marketed solely as a games playing machine. However, the Spectrum Plus 3 was far cheaper, weighing in at around half the price (although the 6128 Plus does come complete with a colour monitor). Amstrad clearly felt sales of the newer machine might be damaged.

The ZX Spectrum was originally launched back in 1982. It was one of the first colour home computers, and certainly the cheapest. It had a rubber keyboard and the basic model had just 16K of memory. Amstrad bought the Sinclair brand name in April 1986, along with the production rights for the computer. The company subsequently uprated the machines to include a cassette deck and added disk drive versions.

How long the Spectrum +2 will continue is uncertain. Its reputation as *the* budget games machine will no doubt continue for some time, but Amstrad is clearly comitted to the GX4000 console and Plus range as its 8-bit mainstay.



● The end of the road for the Spectrum Plus 3. The new Amstrad 6128 Plus rules!

SHOPPER SHOW BONANZA!

The *Computer Shopper* Show is on its way, and with it the annual shopping trolley competition!

For those who don't know, this involves the winner of our little competition getting a whole five minutes to rush around the show grabbing a trolleyful of goodies from a whole range of stands.

The companies taking part are as follows: A & S Distribution • Bits 'n' Bytes • Blackstuff • Computer Manuals • Database Software •Delta Leisure • Hi Soft • Hywin Media • Kador • MD Office Supplies • Media Direct • Media Value • Mediaware • NASA Promotions • Turbosoft • Westoning. These kindly folks are each putting up a special prize to be collected by our stampeding winner.

But what do you have to do? Well, always assuming you're interested in scooping up an entire trolleyful of prizes, all you have to do is send us a postcard addressed as follows: SHOPPER COMPO, AMSTRAD ACTION, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW (Dont't forget your name and address)

All the entries will be collected in a hat (a very large one!) and a prize draw made on Thursday, 15th November – and that's it!

THE RULES

1. Each winner will be limited to one predetermined item per stand – either software or peripherals – but actual machines will not be made available.
2. All entries must reach us by 15th November 1990.
3. The judges's decision is final and no correspondence will be entered into.
4. Employees of Future Publishing or Database are not eligible for entry.

● The Computer Shopper Show will take place at the Wembley Conference Centre in London. The dates are Thursday 6th to Sunday 9th December.



● Win a trolley-load of goodies at the *Computer Shopper* Show!

WAVE EXPANDS

CPC'ers who have upgraded to one of the new Plus machines will have found out that any peripherals they had will no longer work. The problem results from the physical differences in the expansion port connector. The old CPC range used a protruding edge connector: the Plus machines have more professional and robust – but totally incompatible – connectors.

Well you need fret no longer. WAVE has introduced an expansion port adaptor. The device consists of two connectors and a length of cable. One end plugs snugly into the back of the Plus machine, while the other remains free for connection to your CPC peripherals.

The connector convertor costs £10 (plus £1.15 p&p) from WAVE at **1 Buccleuch Street, Barrow In Furness, Cumbria LA14 1SR**. Or call **0229 870000.**

Nemesis range resufaces

Nemesis, producer of serious software and utilities for the CPC has ceased to trade. It's not all doom and gloom however, as Microstyle – well known for its hardware exploits – has taken over the entire range of software.

All the old favourites are available, including *Bonzo Blitz*, *Super Meddler*, *Maxidos* and *Procopy*. Additionally, the software is now bundled, effectively giving two for the price of one. *Bonzo Blitz* comes with Four Nemesis Adventure Games. *Super Meddler* includes *Bonzo Doodah*, and *Maxidos* comes complete with *Procopy*. All the compilations cost £13.75. Additionally, purchasers of Microstyle's 3.5 inch second disk drive will get the *Maxidos/Procopy* bundle free. The disk drive costs £79.95.

Microstyle can be contacted at 212 Dudley Hill Road, Bradford, West Yorkshire BD2 3DF. Telephone 0274 636652.

CHEETAH LAUNCHES NEW JOYSTICK RANGE

Cheetah, the UK's leading manufacturer of joysticks, proudly announced its updated range of equipment at the CES in Earls Court. New joystick releases range from the 'turtley' sublime to the ridiculous.

For a start, the company has come up with the first joystick specially for the GX4000 console. It has four Fire buttons, auto-fire, tabletop suction pads and is playable by either left or right-handed people. Two of the buttons correspond to Fire button A on the Amstrad joypad, and two correspond to button B. Great news for console/Plus buyers who can't get on with the standard joypad.

One of the other joysticks is called the Ninja Tortoise. This is a green, ergonomically-shaped stick whose shell acts as the directional movement control. The player simply places his hand upon the Tortoise's back and 'rocks' it in the direction he wants to go. The eyes act as the fire buttons, giving, as Cheetah explains, "high-quality tactile feedback".

It also looks very silly. And it should be available at the end of the year.

An anonymous joystick has been also been secretly developed. It's called The Stick with No Name" (so really it shouldn't be even called that). It has a special ergonomic design (but different to the Tortoise), and is absolutely hair-trigger sensitive. It also has an auto-fire option, and two Fire buttons; one for thumb and one for forefinger operation.



● The joystick-with-no-name from Cheetah. Other weird goodies are on their way.

Cheetah, which claims, rather grandly, to be "doing the things other people just dream about", will be shipping 1,000,000 units in 1990.

The prices of the joysticks described above will be as follows:

- Stick X – The Stick with no Name, £14.95
- Ninja Tortoise, £9.99
- 125 GX 4000 Compatible, £9.99

If you want to find out more, Cheetah International Ltd lives at **Norbury House, Norbury Road, Fairwater, Cardiff CF5 3AS.** Or call **0222 555525.**

Amscene shrinks to two pages shock!

It's true – the *Amscene* section of *Amstrad Action* has gone down from its original three pages to two. Never fear, though – *AA* has a new section called *On The Grapevine* which will now be covering all games-related news, previews and gossip, so our news coverage is now greater than ever!

Big joysticks for big hands...

Buckinghamshire joystick manufacturer Contriver is planning to release a rather large joystick. It will be called the SX1100 Challenger, and is designed around the premise that you don't need to delicately grasp a joystick, you need to clench your entire fist around it. There are six Fire buttons, and included is a variable-speed auto-fire option.

The stick is suitable for either left or right hand operation, and comes in cable and infrared versions. Another feature not seen often on joysticks is the LED indicator which lights up every time the Fire button is pressed.

Both the transparent and black joysticks sell for £24.99 when running off a cable, and the infra-red versions are £34.99. The product should be available right now.

For anyone with hands the size of JCB buckets, the Challenger could be perfect. Contriver is 0280 822803, Unit 3, Buckingham Industrial Park, Buckingham, MK18 1UH. (Get somebody with ordinary fingers to do the dialling for you.)

● Man-sized joysticks from Contriver.

ARGGHHH! IT'S A COVER-UP!

Blast, blast and double-blast! Despite our best efforts, last month's covertape carried a ghastly bungle.

One or two (million) of you 'phoned us up to say that the programs will transfer to disk but won't run afterwards. All we can say in our defence, m'lud, is that the masters themselves transferred fine and the covertapes do all load and run properly *from tape*. The main problem seems to be that the BASIC loader files themselves for each game just won't transfer properly to disk.

HOWEVER, both these programs are short enough to be typed in, so we're printing them here. The BASIC loader programs need to be typed in and saved onto the disk.

The transfer instructions suffered too (oh gawd, no!). There should be an exclamation mark immediately after each `LOAD"`. For instance, the `LOAD"IRONMAN1"...` line should read `LOAD"!IRONMAN1":SAVE"!IRONMAN1",B,&1900,&6700`.

● So what you need to to is as follows (forget about transferring the loader):

IRON MAN

1. Insert a freshly-formatted disk into your drive.
2. Insert the cover tape in your tape player. (6128 owners should connect up their remote cassette lead if they have on – otherwise you need to be extra vigilant.)
3. Type `|TAPE.IN:|DISC.OUT`
4. Type `MEMORY &18FF`
5. Type `LOAD"!SCREEN":SAVE"!SCREEN",B,&C000,&4000`
6. Press PLAY on your cassette recorder. (From now on, 6128 owners without remote leads, maker sure to stop the cassette player between loads.)
7. Type `LOAD"!IRONMAN1":SAVE"!IRONMAN1",B,&1900,&6700`
8. Type `LOAD"!IRONMAN2":SAVE"!IRONMAN2",B,&C000,&3F30`

TAU CETI

1. Insert a freshly-formatted disk into your drive.
2. Insert the cover tape in your tape player. (6128 owners should connect up their remote cassette lead if they have on – otherwise you need to be extra vigilant.)
3. Type `|TAPE.IN:|DISC.OUT`
4. Type `OPENOUT"D":MEMORY 1529:CLOSEOUT`
5. Type `LOAD"!TITLE":SAVE"!TITLE",B,2000,4700`
6. Press PLAY on your cassette player
7. Type `LOAD"!PART1":SAVE"!PART1",B,1530,33790`
8. Type `LOAD"!PART2":SAVE"!PART2",B,35320,7105`

Iron Man BASIC loader (for disk users)

```
10 MEMORY &18FF
12 MODE 0:FOR a=0 TO 15:READ b:INK a,b:NEXT a
13 DATA 0,26,6,20,7,18,2,24,15,3,5,12,13,22,14,13
20 LOAD"!screen",&C000
30 LOAD"!ironman1",&1900
40 LOAD"!ironman2",&C000
50 CALL &C000
```

Tau Ceti BASIC loader (for disk users)

```
10 MODE 1
20 BORDER 0
30 INK 0,0
40 INK 1,11
50 INK 2,26
60 INK 3,24
70 PAPER 0
80 OPENOUT"d"
90 MEMORY 1529
100 CLOSEOUT
110 LOCATE 10,6:PEN 3:PRINT"Tau Ceti is Loading...":PEN 2
120 LOCATE 9,12:PRINT"Disc owners, please note"
130 LOCATE 9,13:PRINT"that it is possible to"
140 LOCATE 9,14:PRINT"save game files to disc"
150 LOCATE 9,15:PRINT"using the DISC command "
160 LOCATE 9,16:PRINT"before SAVEing."
170 WINDOW 4,36,21,24
180 PEN 1
190 LOAD "!title"
200 CALL 2000
210 LOAD "!part1"
220 LOAD "!part2"
230 INK 1,20
240 CALL &8888
```

● We really do feel very bad about all this. What was supposed to be a nice 'n' easy tape-to-disk transfer routine has got horribly complicated all of a sudden. So if you simply can't get it to work and you simply must have these games on disk, just send us a blank, formatted disk and a self-addressed envelope and we'll do it for you. OK?



● The *AA61*: mucho aggro

Reaction

Lots and lots of console questions this month...

● Beginners luck

I am new to CPC computing, and I feel a little out of my depth with everything that magazines such as yours print. You seem to take for granted that I understand CPM, Pokes, and all sorts of technical things. And before you say it, I am reading manuals and things, but would like you to explain simply what you are talking about? For example, what is CPM? What exactly is Public Domain software? Do I need anything special to run it? Can I copy it and give it to my friends?

I hope you can answer these questions. Everybody in the world has been computing longer than me and I would like to catch up.

Robert Nott
Guildford



● Are you a computing dunce? ook out for a new *AA* section...

AA: Phew! Inquisitive blighter, aren't you? Well here goes...

1. CPM is the Command Program for Microprocessors. It is an Operating System, and runs the computer's basic functions.

2. Public Domain refers to programs which have no copyright and can be handed around, supposedly without cost, for the good of everyone. In practice, people who distribute PD have to ask a small amount to cover costs of postage and disks, so it is never truly free, but is extraordinarily cheap, and there are a lot of good programs to choose from. You will not need any modifications to your CPC to run PD. Yes, you can give it to your friends.

Incidentially, AA is certainly aware that there are a lot of people who are new(ish) to computing, and might not be au fait with many of the technical aspects that others seem to take for granted so naturally. The Forum section of the magazine tends to deal with the more advanced topics, so might seem slightly imposing. Therefore we will shortly be introducing a section of the magazine devoted to the interests of newer users. Watch – as they say – this space...!

TOP TEN CONSOLE QUESTIONS

Here it is! The Top Ten questions received by *AA* regarding Amstrad's new Plus range and console!

- What will the cost of the cartridges be?
  About £25
- Can a tape player be used with the 6128 Plus?
  No. But it is expected that a widget enabling it to do so will be available shortly.
- Can an existing Amstrad monitor such as a CTM 664 be used with the console or Plus range?
  Yes, but without sound.
- Will disk games go up in price?
  It is very unlikely.
- Will cassette games become redundant?
  No. There is a huge base of tape users, and this will certainly continue to be catered for.
- Will cartridges be available with games compilations on them?
  It is technically possible, so is bound to happen eventually.
- Will the DD1 disk drive work with the 464 Plus?
  Not with the existing cables. The 464 has new ports which will require new leads to be manufactured.
- Is all current software compatible with the new series?
  Yes, as long as it "obeys the rules". Over 99 per cent of software tested by AA is totally compatible, so nearly everything does work.
- Who will be interested in producing cartridge games?
  All the major software companies that AAhas spoken to are showing great interest in the new cartridges. Their development and production teams are already hard at work.
- Will *AA* continue to cover disk and tape games in the same way?
  Yes. AA will certainly continue the same complete coverage of the existing machines, but will also be branching out into the console and Plus range in a big way.



● At last – all your console questions answered!

● PD probs

Whilst reading the letters page of my beloved magazine, I noticed that everyone was whining about what rotten ogres people who run mail order companies are and what knights in shining armour people who run PD libraries are. This is not completely true. I have sent off for software (and hardware) from mail order companies and have been extremely pleased with the speed in which the goods were sent to me. I read about PD software in your magazine and sent off the blank cassettes and the required money and SAEs to a couple of companies. A few days later I got my blank tape and money sent back to me along with a very apologetic letter saying that the company was no longer able to send PD software to people until around Christmas time. As for the other company, no reply. I have waited two and a half months and still no reply. Do they not realise that cassettes, stamps, etc, are not that cheap? With the money I have fruitlessly squandered on PD libraries I could have bought a couple of budget games – at least I would have got something for my hard-earned cash.

Keep up the good work on the mag, the *Sounding Off* section is great.

James Clark
Doncaster

AA: Are PD companies worse or better than mail-order companies? Is it worth comparing them? There will always (unfortunately) be good and bad companies specialising in both. And some people will continue to get brilliant service while others will feel they've been ripped off. The rule has to be,

● Does size matter?

Regarding Christopher Cartwright's query over *Italy '90*, I recently wrote a very nice letter to US Gold on the issue of the bug in *Italy '90*, you know, where at the end of the final you are told that the losing team has won the cup. US Gold wrote back and told me that there was a bug in the program and they very kindly swapped the game for the new *Winners Edition* with the bug fixed for me.

Very kind eh? Thank you US Gold.

Anonymous
Bishops Stortford

AA: The roll-calls of good and bad services rendered so often contain small companies, so it is nice to hear of one of the biggest, US Gold, getting some praise.

● Monitor with interest

After reading *AA60* about the new Amstrad machines and the new GX4000, I read with interest that the new console can be used with an Amstrad Monitor. As the console does not come with a monitor does this mean that Amstrad in their infinite wisdom will sell the monitors separately so that people who buy the new 464 plus and the 6128 plus with mono monitors can upgrade to colour monitors if they wish to?

Finally I wish to say how brilliant your magazine is (creep creep) and how I hope it keeps going for ever and ever Amen!

David Wright
Preston

AA: There is a monitor option with the console, but you may not be able to buy the console first and the monitor later on. We don't yet know for sure how Amstrad is going to handle it.

● More console queries

After reading your review of the GX4000 Console in *AA60*, it made me think of buying one when it's released in the High Streets. However, there are a number of questions I would like answered; Would this system work on my 464 monitor (CTM 644), if so where would the sound come from as there are no speakers on this or the console? How much will the games cost, as paying £40.00 for one game on the Megadrive has put me off this system?

I think this console will be a great success if the price of games is kept down to a minimum. I hope you will review all games about to be released for the system.

Mark Thacker
Leicester

AA: Yes, as answered elsewhere, the CTM 644 will work, but you'll only hear the sound of silence. Cartridge prices will be, as stated, around £25. AA will review cartridges as and when we receive them.

● Reviewing the situation

I have not bought many *Amstrad Actions*. I have, however, last month's *AA60*. In the Action Test, a game called *Pro Boxing Sim* is reviewed. It is released by Codemasters at £2.99, it got quite a good mark at 58% Then I realised I had already seen this game before just under two years before. It had already been released by Superior Software at £9.95 with a rating of 83% making it an *AA* Rave!

In yet another issue (Ihave lost it, but I am sure it is *AA40*) David Darling, Codemasters, blasted Alternative for copying *Grand Prix Sim*. So unless they have bought Superior (they may have, as I don't know much along those lines) they are doing the same. Even if they have bought it, why re-release the game anyway?

Matthew Hiller
Nottingham

AA: It is quite legitimate to re-release a piece of software, especially at a lower price. The reason for the varying ratings is that games age. What was good on the Amstrad two years ago isn't necessarily good now!

● Post haste

In the September issue of *AA* there is yet again a letter concerning problems with mail order firms. I do not recall having seen one in praise of any firm offering this service. Any one reading your magazine as a newcomer to computing could be excused for thinking that they had entered a jungle populated by advertisers whose only aim in life was to "rip off" the public.

In contrast I would like to bring to your readers attention one of your regular advertisers. MJC Supplies of Hitchin have always given me a quick and efficient service at very reasonable prices. This week they surpassed themselves when I ordered three items by phone. Despite a local postal strike, these items were delivered to my door at 8 o' clock the next morning. Although this is exceptional, in the year and a half I have been dealing with this firm all my orders have been delivered within two days. They are very helpful over the telephone with advice as to whether a program or accessory will suit a certain application and are not above giving the name of an alternative supplier if they cannot help.

All this goes to prove that every story has another side and perhaps undue emphasis is placed on the few who unfortunately receive bad service and not enough on the "silent majority".

R Cooke
Coventry

● Help is at hand

If Andrew Cardwell of Cambridge would like to drop me a line, I can help him with his problem of wanting to produce graphs from *Masterfile III* data (*AA60*).

There are at least two solutions to this problem. I too wanted to generate a graphic display of large amounts of numeric data stored on *Masterfile III*. The solutions I have come up with are:

1 Use the *Masterfile III* User Basic option to include your own graph-drawing routine. I have done this quite successfully and would be happy to pass on details.

2 If you have *Dr Graph* then you can produce a much more professional-looking graph. I have written a program which will allow data exported by *Masterfile III* to be transferred to *Dr Graph* without having to re-type it all. I must stress, however, that you must be in possession of both programs.

My program only converts data from the *Masterfile III* export file into the form used by Dr Graph and allows *Dr Graph* to import it. *Dr Graph* has a data import routine of its own, but it is not compatible with *Masterfile III* as it stands.

Incidentally, my offer is open to anyone who can put the routines to use. Just drop me a line and I will try to help you out. An SAE would be appreciated.

Perry Hampson
10 Valley Gardens
North Walsham
Norfolk
NR28 9QE

● Multifaceted mystery

Please tell me what the hell a *Multiface* is. You always print Multiface pokes in *Cheat Mode'* but I'm still not sure what the heck it is. Please tell me about it and if I were to buy one, which *Multiface* would you suggest that I should buy. I have seen the *Multiface II* and *Multiface II+*. Are these the same thing and are they upgraded *Multifaces?* Please help.

Mr X
Aylesbury



● Just what *is* that most mysterious of objects, the Multiface?

AA: Well, Mr X, a Multiface is a peripheral which enables the user to freeze programs and then perform various operations. For instance, you can (not always, though) back-up the program, examine the memory and grab screens from it.

● Good Egg's Corner II

I am writing to say that I have noticed many people recently become very distressed about mail order services.

Well here is a change to the system. You gave a brief review on Cottage software. When I phoned they took my order and then the chap on the phone actully bothered to talk to me and not just took the money and put the phone down.

When there was one week delay they sent a handwritten apology.

I recommend it to anyone.

A faithful reader and happy person

PS: They will also send a free batch of cheats

AA: We are always happy to have a roll of honour for companies who provide superior services.

● The heavy toll of German *AA*

Do you want to get rid of your overseas readers or something? At least you are trying to a great deal.

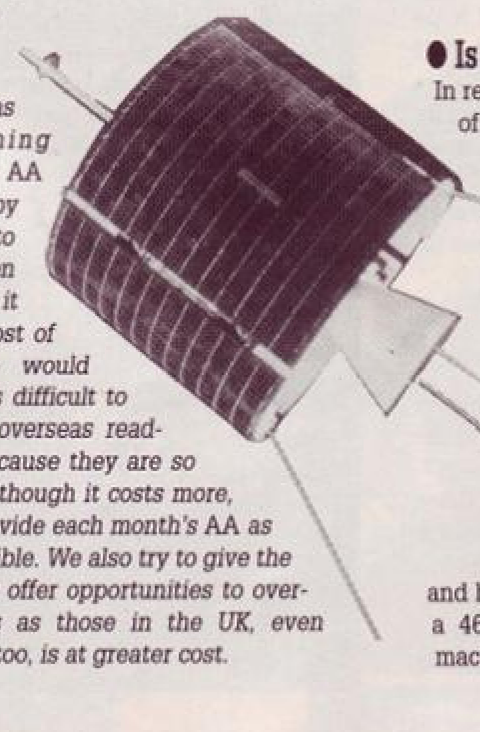
Two years ago, a subscription to *AA* cost £16.50 and one disk-based game or two games on cassette were free. In 1989 subscriptions became more expensive, +£1.45 in the UK, but +£7 in Europe, let alone the rubbish voucher scheme. But now you are really taking the biscuit. 'To ensure you get the best possible service all overseas subscriptions are sent Air Mail'. The subscription price now rises from £23.50 to £32.95 (including a free game). On the average, I receive my copy of *AA* about six days after it hits the streets in the UK, with Air Mail this delay probably will be reduced to two days. What a great improvement!

Hey! £9.45 is a lot of money for a service one does not need! Back copies of *AA* cost £5 to us in Europe? And if we want to order games or binders we should 'call Clare for prices'? @£*$! This is what I call a rip-off! Why has everything become so incredibly expensive for overseas readers? From £16.50 to £32.95 in two years certainly is quite remarkable inflation rate.

Of course ... with a cover tape each month, best of all containing an adventure, it could be quite justified.

Ulf Schmalenberg
West Germany

AA: Overseas postal rates have increased just like everything else. There was overwhelming pressure for AA to be sent by Airmail to Europe, even though it meant the cost of the service would rise. But it is difficult to judge what overseas readers want, because they are so varied. So, although it costs more, we try to provide each month's AA as soon as possible. We also try to give the same special offer opportunities to overseas readers as those in the UK, even though this, too, is at greater cost.

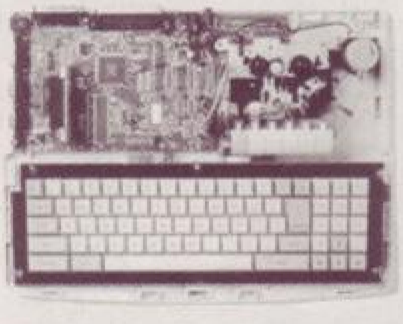


● 6128 Plus tape?

What exactly are you playing at?

I refer to the Amstrad Plus article in *AA60*. I quote 'The key to this compatibility is Amstrad's decision to retain all the features from the earlier machines. 'THEY HAVE NOT DONE SO – the cassette port on the 6128+ has been dropped. I agree this does not directly affect compatibility yet it does mean that the 6128+ will not be able to use tape software.

This was clearly stated in *New Computer Express*, yet not a mention in your usually reliable magazine. Did someone forget? Or was it thought such a minor point that you did not want to bother us with it?



● What do you do if you want to load tape software on a new 6128 Plus?

I own a 6128 and also have a great deal of tape-based software. Many other people must be in this position. Okay, so when I upgrade, I will still be able to use them (*Multiface* permitting). But what about in the future? No longer will we be able to take advantage of the cheaper tape prices, we will be stuck with paying the higher price. "Tough", you say, that's the price of buying a disk-based machine, but what about the many budget games? We cannot wait for it to be re-released at a lower price, we must buy it at full price or not at all. Codemasters, Alternative, Cartoon Time, Kixx, Rack-It, Players, Mastertronic, Hi-tec, Encore, et al, please take note!

This is a major change to the 6128. It will surely affect sales of budget titles, and also give the software houses the chance to increase their prices for disk games. After all, the 6128+ owners will be trapped by this modification. Please do not say that it is a 'small price to pay' for having a console added, there is no reason for not having both tape AND disc. No longer will we be able to archive little-used files to tape, so saving expensive disk space.

This change must surely be excellent news for Romantic Robot as sales of the *Multiface 2* can only go up (Upgraders take theirs with them leaving the new owner to purchase another).

Amstrad is surely keeping the anti tape-to-disk lobby happy in some way, but why? It never stopped thems selling twin tape players or even twin video records (each without any anti-piracy hardware). Does it really cost so much more to put (or rather leave) a cassette port in?

The only hope is that some enterprising individual manages to come up with an internal modification to enable cassettes to be used (without breaking the warranty!) Any takers?

Anyway, keep up the good work on the magazine.

Mark Riley
Leicester

PS: About my letter in *AA60*, I don't have a gerbil!

AA: We're convinced it's simply a matter of time before someone comes up with a widget which will allow 6128 Plus to load tape software. There is certainly a very powerful pro-tape 6128 Plus lobby , so we shouldn't have to wait long. The alternative is to buy a 464 Plus and use a plug-in drive. We haven't checked the feasibility of this yet, but stay tuned. By the way, what did you do with the gerbil, then?

● Is there anybody out there?

In reply to a letter in the September 1990 Issue of *Amstrad Action* from David Webber of the Isle of Man, concerning the *Star Watcher* software package. I have *Star Watcher* on tape, which he can buy from me. Contact me on Cumbria 0946 823511.

Mrs E N Ferguson
Cumbria

● Questions, questions

I started to read *Amstrad Action* only a few months ago and have found it brilliant (creep, creep). I own a 464 and am mainly using it as a games machine, but recently have become interested in machine-code and programming. Unfortunately, due to lack of stock at my local newsagent, I have missed the first two issues of 'writing a megagame' (the 'Blockbuster series).

Please could you tell me how to get hold of some sort of compiler or even better a games creater (like *STOS* and *STAC* for the ST). Are there any such things? And how much do they cost?

Now for a complaint, I recently purchased a copy of the ENCORE 'Ghosts and Goblins' only to find out it was absolutely nothing like the arcade version, nor the Amiga, nor ST, nor Commodore 64.

Please can someone tell me what's going on?

Also could someone recommend a good flight simulator? Which is the best art package for the 464 and how much is it? Are there any

ADLAN argument

I was very interested to read your recent review of the *Adlan* adventure programming language, particularly as I already had it. I totally agree with the reviewer about *Adlan*'s brilliance and the ease and speed of writing adventure programs but I have one or two quibbles with the review.

The first is that it failed to show just how easy it is to write an adventure using *Adlan*. The structure of a program makes the writing of very flexible adventures an absolute doddle. I would like to show the structure but this is just a letter. Another quibble is that the review failed to show any of *Adlan*'s better commands and features. The LINK command, for instance, allows the programmer to alter links between locations. Useful to deny access to a location unless the player is carrying something or has reached a certain level or has pulled a lever etc.

But my biggest quibble is that the review was very misleading when it stated that you could have up to 6,630 locations, 32,767 messages, unlimited words and 65,535 attributes. I know that the manual says these things and I know that the proviso of 'right up until you run out of memory' was included but the reality is very different to the statements made. At the outset you have about 36K of memory for your adventure programe, even on a 6128. Looking at the alleged 6,630 locations; to create a location certain information must be included and that takes up a minimum of about 85 bytes after compiling. My calculator shows that to have 6,630 locations we would need over 560K of available memory. Each location has its own code number in the range *1 to *255 where * represents a letter from a to z. Doing my sums again I can see that there are 6,630 possible location codes to choose from but we can only use a comparative few. I don't think I need to discuss the 32,767 messages, the 65,535 attributes or the unlimited words.

I wish it were possible to load a new scenario by entering a discovered password or similar, from within an *Adlan* adventure, and get at all those 6,630 locations – but it isn't. The best that can be done it to take the password, run another program (level) and enter the password to gain access but that's simply starting from scratch in a different adventure which, as far as the program is concerned, is totally unrelated to the old one.

As a guide to *Adlan*'s capacity; I have written a 188-location adventure with very little in the way of memory resident descriptions, only 12 objects and very little gameplay and I have about 500 bytes left. To increase the gameplay and/or objects I would need to reduce the number of locations. I prefer to have the descriptions loaded from disk only when the player types LOOK or when he/she enters the location for the first time – or both!

Before I finish, may I repeat that I find *Adlan* to be absolutely brilliant in what it does. There are some absent features that I hope will be included in future versions but my quibbles were not with *Adlan*. They were with the review's misleading and incorrect statements.

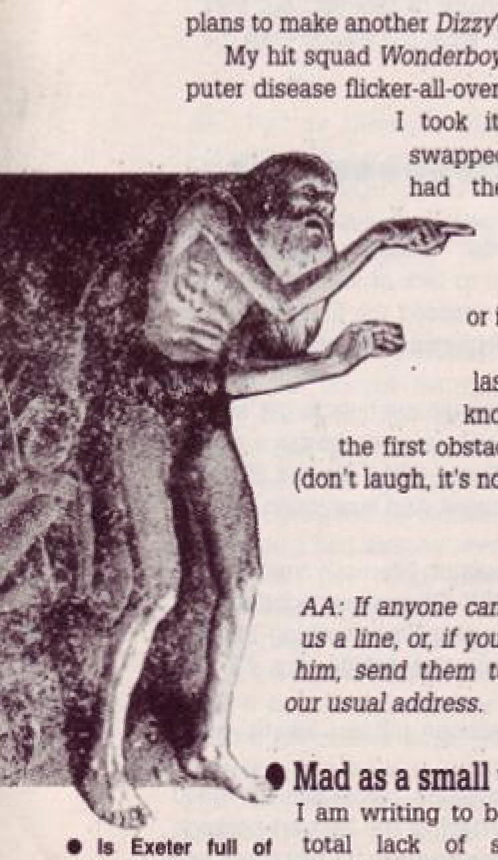
Phil Craven
Bradford

plans to make another *Dizzy*?

My hit squad *Wonderboy* suffered the computer disease flicker-all-over-the-screen-itis, so I took it back. The shop swapped it and that copy had the same problem. What's wrong? Is it the game, the computer or is it my eyesight? And finally (at last) does anybody know how to get over the first obstacle in *Moto Cross*? (don't laugh, it's not funny).

David Bartlett
Newport

AA: If anyone can help David, drop us a line, or, if you have any tips for him, send them to Cheat Mode *at our usual address.*



Is Exeter full of madmen?

Mad as a small village

I am writing to berate you on your total lack of social conscience. Whilst the rest of us are having to tighten our belts, you persist in expanding the quality and size of the *AA* magazine. It has got to stop. Doesn't your editor know there's a war on (almost). His function should be to cut, slash and cut again, and never mind the blood.

That's all I have to say. I'm off to do some severe editing on a pork pie and a pint. I hope my words do not fall on deaf ears. If they do I blame it all on that chap Sony Walkman.

J Keneally
Exeter

AA: Ah, you may well complain about the cost of small dirigibles! Anyway, I've never been to Pontefract. Now what was the question?

Reviewing the standards

It's getting worse and worse. Yes – I'm talking about *AA*'s games reviews. In issue 54, there were two raves, *Chase HQ* and *P-47 Thunderbolt*. According to the reviews, these games were both of Master Game standard; yet there wasn't a Master Game in the entire issue. Then, in *AA57*,there were two Master Games, namely *E-Motion* and *Turrican*. And in *AA60*, there weren't any Raves or Master Games. Now I've always thought that in each issue there is supposed to be one Master Game and at least one Rave. I can hear your reply: *Chase HQ* and *P-47 Thunderbolt* were both as good as each other, and we couldn't decide which should be the Master Game!; but then, why not wait until the summer when there aren't quite as many good games around, and review it then? This applies especially to *Turrican*, as it wasn't even finished when you reviewed it. I wouldn't mind quite as much if you explained (or apologised!) for the fact that there wasn't a Master Game in *AA54*, or why there were two in *AA57* and none in *AA60*, but just leaving it be isn't up to your usual brilliant standard of keeping us so well informed?

Edward Hieatt
Cambridge

AA: It is nice to have a Mastergame and several Raves in each issue. However if we were to stick to this rule rigidly, we would be awarding games with titles we think they do not really deserve. Sometimes there is a deluge of great games and other times there is a dearth. If we slavishly stuck to the notion of awarding one Mastergame and one Rave per month, our ratings system would become a nonsense.

There's no way we would hold games over for future issues because our readers want to be able to read the reviews before they go out and buy the games. We want to see games as soon as possible after they'r e finished.

Global heart-warming

Thank you ever so much for printing my letter (*AA60*). I've never received so much mail in all my life, that wasn't a bill or a time-share deal.

Firstly I would like to thank all you at *Amstrad Action*, and secondly all your readers who wrote to me. I never knew what effect was achieved from a simple letter.

I've built my ROM board now and it works wonderfully, now all I've got to do is obtain a cheap 3.5-inch drive!

My situation has now changed since I last wrote, and I have been accepted onto a Higher National training scheme, and am studying HNC electronics and micro-processors, with a good chance of a job at the end of it.

A lot of the letters I received were for technical enquiries. Although don't mind answering them, I wold like to ask your readers if they could enclose an SAE or at least 20p for the price of a stamp, as the thank-you letters I sent out cost me a small fortune to post!

Anyway thanks very much to you all, it's very nice to know there are still helpful people about.

By the way, the vacuum cleaner idea didn't quite work!

Victor Walton
Bedford

AA: It was nothing.


PUZZNIC
The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear.
Sounds easy?
The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens.
Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!
PROBLEM
LEVEL
TIME
1:42
1:28
TAITO
ocean
Central Street · Manchester
OCEANS

The Magic of the Movies



Everyone's heard of the book-of-the-film, but what about the game-of-the-film?

Increasingly, software houses are turning to big-name films as the basis for their computer games – and as Christmas draws near we can expect to see a whole flood of cinematic offerings appearing on the Amstrad.

This month we trace the history of licences, where they've come from and where they're going. And how the humble computer owner can be transformed into an on-screen superhero, vanquishing evil and righting wrongs in a film-watching, games-playing future where *you* are the heroes, and *you* decide the outcome...

Film licences are becoming the life-blood of the computer games industry. Licences are currently being released at an incredible rate. Virtually every film with an ounce of violence or excitement will later appear as a computer game. Why?

Well, a cynic might argue that it enables software producers to lift someone else's idea rather than generate one of their own. Or that producing a game-of-the-film lets them cash in the popularity of the original. And that may be true – but it doesn't explain why people buy licences in their droves.

Perhaps the answer is that a computer game based on your favourite film lets you relive the plot? Members of the audience are meant to identify with the protagonists in a film, so maybe a computer game lets you take that feeling one stage further. It may be that while you're watching a film you can pretend to be a superman, but while you're playing the game you *are* that man...

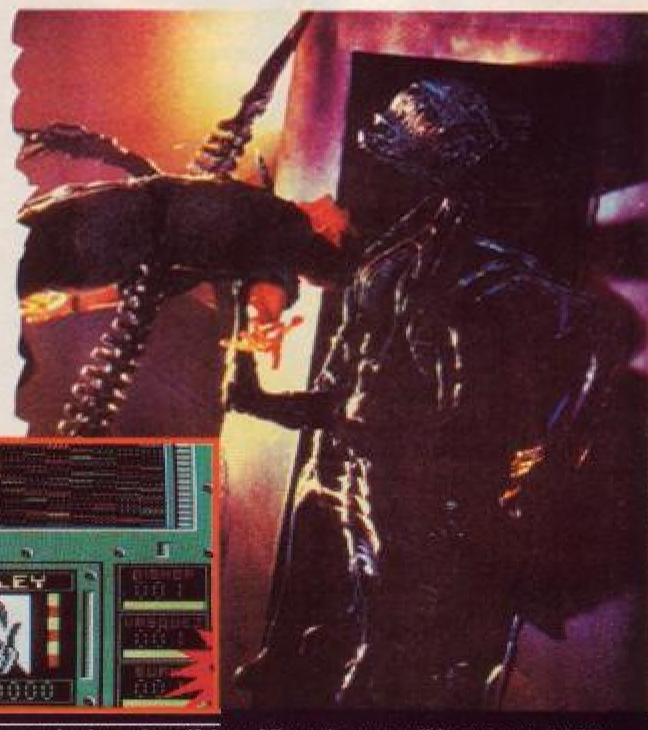
March of the inevitable

Film licences were bound to occur sooner or later. Films have for a long time shared the same background as many games, such as deep space, with its hordes of fairly-easy-to-destroy aliens or mythical lands peopled by not-too-hard-to-wipe-out orcs.

Ideas and themes from films were being nicked long before the games were sold as film tie-ins. Remember the light-cycle competition in Disney's *Tron*? A plethora of "make your opponent crash into your solid trail" games appeared suspiciously soon afterwards. Other stolen ideas were the tunnel-flying X-wing fighters in *Star Wars* and the tree-avoiding hoverbikes in *Return Of The Jedi*.

Spin-off city

In the '70s, film producers realised that merchandising (the production of T-shirts, models and other goods smothered in the films' characters and logos) could make as much money and the box office receipts themselves. With those dollar signs flashing in their eyes, it was only natural that cinematic entrepreneurs should sell the game rights for huge sums to the biggest software companies. These people, dollar signs flashing in *their* eyes, could then do whatever they pleased with the characters and scenarios (within





● *Aliens* the film was atmospheric and terrifying. *Aliens* the game (90 per cent, *AA17*) was every bit as evil...

● The *Star Wars* series spawned a whole succession of popular computer game spin-offs. ▼



FROM CELLULOID TO COMPUTER CHIP

What do software companies do with the licences once they have acquired them?

The first job is to decide which parts of the film are suitable for transferring from the silver screen to the monitor. Generally, the programmers will extract one or more action sequences from the film and modify them to provide exciting arcade fun. There must be a strong resemblance to the film, so graphics and sound are very important. Unlike other games, people will know what is being represented because they've seen the film. Therefore the designers are under great pressure to make the game look like the movie.

Ocean's *Batman*, for example, was a visually very impressive movie. It had a distinct style which was almost impossible to copy faithfully in the game. However, the game still managed to look good and play beautifully in its own right.

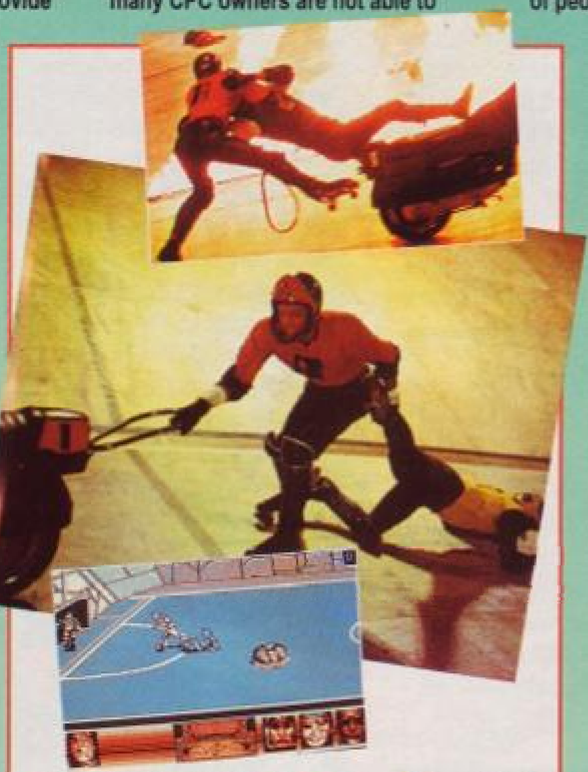
The Untouchables, also from Ocean, is another game which works nicely, having been taken from a stylish film swathed in Armani suits and designer violence. *The Ghostbusters* series is another example of how to do great movie tie-ins, but also how not to. The original *Ghostbusters* left a little to be desired (ahem), but *Ghostbusters II* was a corker.

Many games merely 'borrow' ideas from films. These, like the films themselves fall into several categories:

Firstly, there is the 'classic' genre. This includes horror films. Ubi-Soft's *Night Hunter* worked because we've all seen films of bat-flappingly Vampirical goings-on in terrifying dark castles, so we provide much of the background atmosphere ourselves. It doesn't matter that the game isn't based on a single film because they're all so similar. *Skate Wars*, from the same French company, is another such game. You cannot help but be reminded of the hard-hitting *Rollerball* movie.

Meanwhile, the Indiana Jones school of precarious adventuring has also led to a glut of 'dangerous' games. These, such as *Rick Dangerous* itself, are often excellent, and do not suffer because there hasn't been a multi-trillion dollar film starring a man with a scuffed hat of the same name. Rather, they benefit because association with the famous man (with or without his dad).

Possibly the greatest scope for computer game spin-offs is the current trend for Cyberpunk movies. This is the name given to the ultra-expensive, ultra-realsitic and ultra-violent science fiction films from the United States. *Bladerunner*, set in 2019 Los Angeles, really pioneered the style. This was followed by *Terminator*, *Aliens*, *The Running Man*, *RoboCop*, and a cute little fable entitled *Total Recall* (yet to reach the CPC) – a story of quiet Martian folk, patchy forgetfulness and extreme violence.



● The film *Rollerball* led to a general fascination with violent futuristic sports. Ubi Soft's *Skateball* is just one computerised example.

These last four are (or will soon be) available for the CPC. However, many CPC owners are not able to see the original films at the cinema because of their 18 ratings. Playing the games is one way to experience the action, whatever age you are.

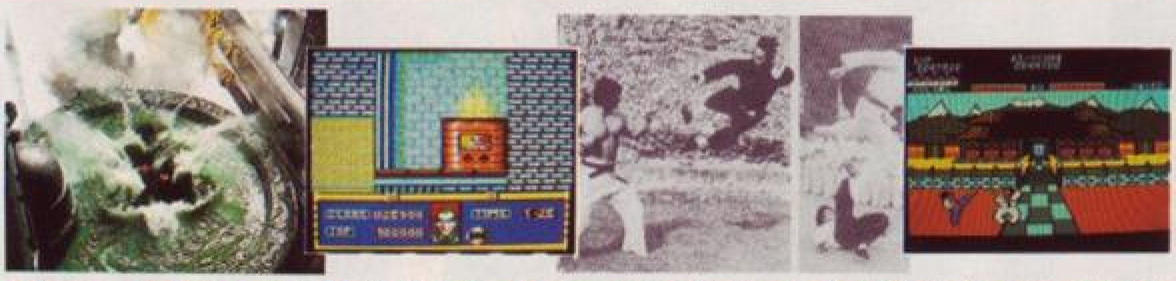
Nowadays, virtually every action film released will soon be showing on a CPC near you. The one thing have have in common is violent action. This is the stuff of which shoot-em-up and beat-em-up games are made.

There was a trend in the '70s for Bruce Lee eastern combat films. These became very popular in the west, and even led to large numbers of people taking up various martial arts, possibly with a view to crippling their neighbours.

The release of such films was severely curtailed after a while, possibly because too many neighbours were getting crippled. But the genre has survived, especially in the United States. The effect of films on the populace must not be underestimated. There are a large number of kick-em-ups around now, all spawned from the Lee films.

The film *Teenage Mutant Hero Turtles* is nearly here. So is the game. So is the *Total Recall* game. *Nightbreed*, the horror film by Clive Barker is another major release coming to the Amstrad. It boasts more mutants than the villages around Sellafield, and should prove spectacular.

Nowadays, the games licences are snapped up as soon as the film is made. Work proceeds quickly on the writing, so the finished product can be released while interest (and hype) surrounding the film is still rife. Just as films are now out on video almost as soor as they've stopped showing at the flicks, so you may be playing the computer version of the latest blockbuster before you've had a chance to see the original...



● *Batman – The Movie* made an excellent transition to the computer, while Bruce Lee's exploits led to a whole new martial arts game genre.



whatever limits – if any – laid down by the copyright owners).

The origin of the species

So which films have been made into licences, and what sort of games were they? Way back in the early mists of time, when *AA* was but a newly-born babe, licences were already going strong. The November '85 issue carried reviews of *A View To A Kill*, the James Bond film tie-in, and also *Bruce Lee*, based loosely around every film the diminutive oriental death-machine made. Both were good games.

May '86 saw *Rambo* appear as an arcade game. It was written quite a while after the film was released, so interest had waned. The film itself did not get a particularly good review in *Action Test*, either. Later in '86, a game version of *The Fourth Protocol* appeared. It was excellent. Even then, film licences were part of the staple diet of games players – but the true impact of licences was yet to be properly felt.

Licence and be damned?

The beginning of '87 saw *Aliens*, *Top Gun* and *Short Circuit* games hit the shops. They were all playable enough, but *Aliens* was a cut above the others. Then a sad thing occurred. *Cobra*, based on the Sly Stallone film, appeared

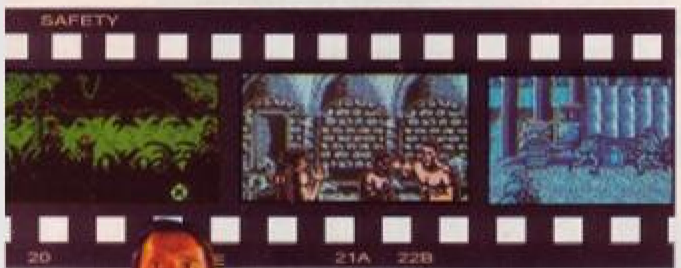
as a game. It was dire. *Big Trouble in Little China* came out, as did *Howard The Duck*. Both films bombed out at the cinema in varying degrees, and both games did similarly in the games marketplace.



Basil The Great Mouse Detective was another film that didn't establish the cult following it intended to. The game, however, was good fun, proving that the quality and popularity of a game isn't dependent on that of the film. May '88, and both *Platoon* and *Predator* came out on the CPC. *Platoon*, which possibly wasn't the ideal film to make a game of, was very impressive. *Predator* perhaps seemed better game material, but didn't win the approval of the bloodthirsty *AA* team.

The pace hots up

The end of '88 and the start of '89 bore witness to many new film licence releases. *The Empire Strikes Back, Live And Let Die, Return Of The Jedi* and, not to be outdone, *Rambo III*. All were good, (except possibly *The Empire Strikes Back*). If nothing else, it was more and more obvious that buying licenced games was becoming some assurance of quality after all – most of the time.



● *Platoon, Red Heat* and *The Untouchables*. ▲



Then that ol' fave Superman finally made it to the CPC in July '89. The game could really have done with a boost of Kryptonite, though. September of that same year, and *Red Heat* was with us. This was a glasnost-type film and game (rather than a musclular pain-reliving spray), which starred "Tiny" Arnold Schwarzenegger. The month after, *The Running*

● James Bond films have provided subject matter for a whole series of games. ▼

THE GREAT ESCAPE

The cinema has enormous power over its audience. For about two hours the viewers are captivated, concentrating on the story unfolding before them on the huge screen. There are lavish multi-million dollar sets, wraparound soundtracks in Dolby stereo, your favourite stars and realism which makes the world outside the Exit doors seem pale and drab.

That's what the majority of films are about – escapism. The need to escape from a dreary, humdrum reality into a more exciting, more vivid and more fulfilling world. A world where half-hour battles with the DSS are replaced by frantic sword-slashing dragon-slaying, where villains can be killed and VAT men would not be tolerated. A world where everything is simple – all you have to do is survive, and win.

To look convincing and attain style, a film need teams of designers, writers and special effects men. Their imaginations work overtime, but the end results will generally knock you for six. So it's hardly surprising that computer games programmers have latched on to this rich vein of heroes, villains and scenarios.

So good sound and graphics are vital to licenced games. But this is true of all games. What makes licences worth the extra money spent on them? And why are they so popular? The answer is possibly that films no longer just tell stories; they create alternative worlds which ooze believability. The amount of imagination needed to submerge oneself into this other reality grows less and less as films do more and more of the work for you. If you have been captivated by a film, you will automatically transfer the aura of the movie onto the game.

As long as the game retains the essential atmosphere, you supply the background imagination, lifted directly from the motion picture, yourself.

TOO DAFT FOR WORDS

What makes a good licence? No-one seems to know. Certainly, there have been more than a few games that fell at the first as someone, somewhere, realised that they were just too, too awful to live.

There was the *Eastenders* game, for example, where even now no-one can understand the reason it was thought of in the first place.

And then there was the planned 'Man in Black' game, based on the exploits of that mysterious figure frequently seen diving from aircraft and somersaulting through the alps only to deliver a box of chocs to some daft bint in a bedroom. With a plot that thin, the gameplay was doomed to be virtually non-existent. Thankfully, it never happened.

And then there was the anonymous software house that hired a team of education programmers to write *Friday the 13th*. The results were on the pitiful side of bad, and the program was an embarrassment to its producers, who did their level best to smother it.



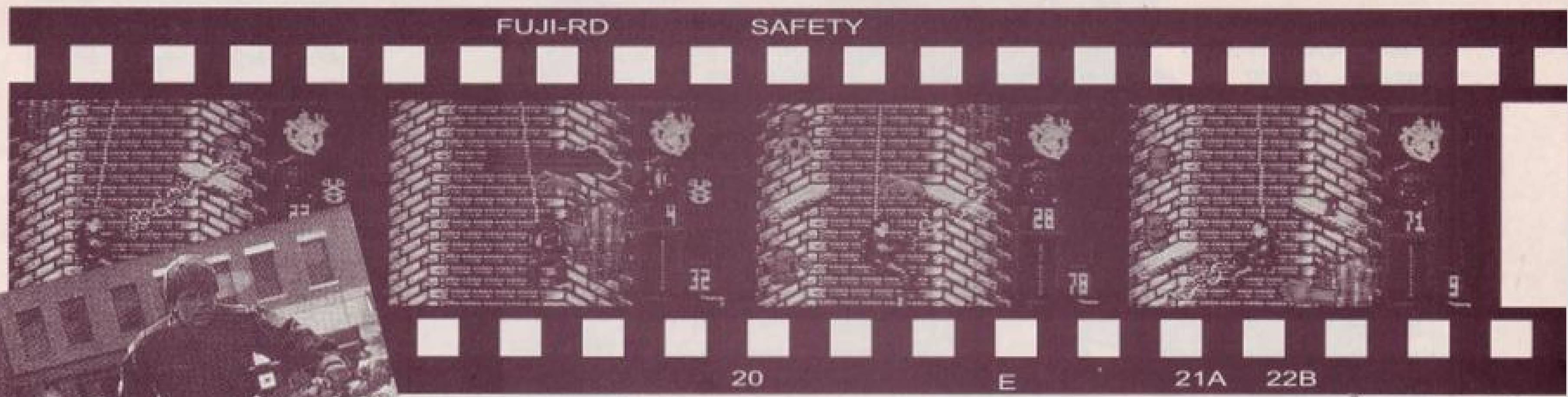
● *Friday the 13th* – a very gruesome film, and a very gruesome game (for completely different reasons).

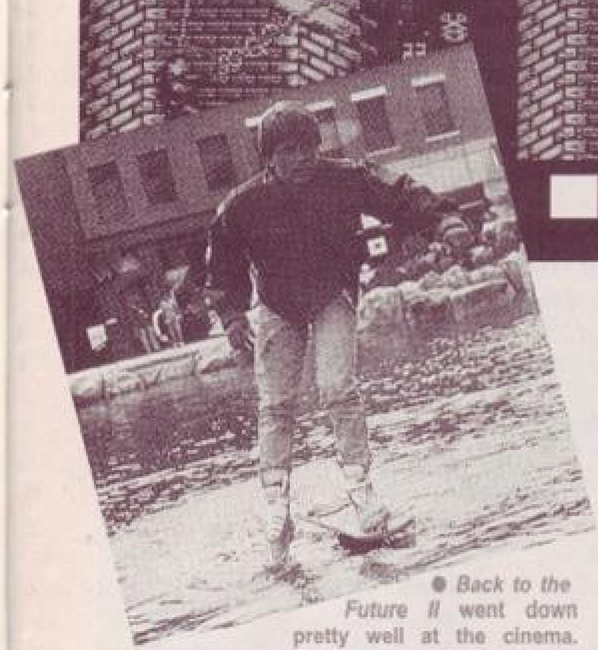
And then there was the James Dean and Marilyn Monroe game that died quietly, presumably when the producers realised that one couldn't act and the other couldn't talk. And can *you* imagine a plot involving those two? You'd have more luck with Ronald Reagan and a chimpanzee... (OK, so it's been done.)

And then there was the successful software house than planned a game around the aircraft carrier USS Nimitz. The game was four years in the making and still never made it to the shops.

The Nimitz is still afloat. The software company isn't.







● Back to the Future II went down pretty well at the cinema. Back to the Future II on the Amstrad was, er, um... well the film was good.



Man was sprinting into software shops all over. Unfortunately, *AA* didn't think much of his antics. *Licence To Kill* was also out, as was *Indiana Jones And The Last Crusade*. Both were good. Indy was especially well received by the populace (and us).

Kerpow...!

Christmas last year, and *Batman – The Movie* was taking everyone by storm. It was a great licence, taken from a great film. The new year was ushered in by *Moonwalker* and *Ghostbusters II*. *Moonwalker* was relying on Michael Jackson imagery rather than violent arcade action, and the game was good. It didn't need hordes of baddies wandering into your gunsights to make it interesting and addictive.

As 1990 progressed, *The Untouchables* appeared. A stylish film, and an excellent game, it retained much of the class of the movie. Then *Beverly Hills Cop* came out on the CPC. The film was released way back in 1985, so the game had to rekindle some of the interested originally generated in it.

By September, *Back To The Future II* was available. It sadly did not really live up to the promise, mainly because it was that most loathed of Amstrad product – a Spectrum port. In other words, graphically identical to the version designed for the inferior machine. And it was bad enough to begin with.

THE SMALL SCREEN

Television is also a fertile ground for the programmers. The system for acquiring licences from television shows is similar to that of feature films. The costs are nearly always much lower, and so can be afforded by smaller software companies. This can mean that there is less pressure on the designers to produce a 'standard' big-selling game, so they might go for some originality instead. They might also go for a TV program so unutterably naff that nobody in their right mind will play the game...

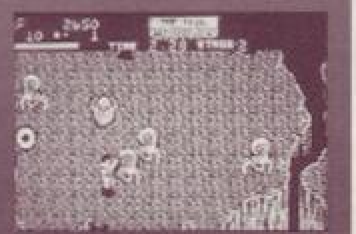
Cartoons have always been viewed with affection by programmers, perhaps because of the similarities between computer graphics and cartoon animation. *Road Runner*, *Yogi Bear* and *Mickey Mouse* are all cartoon characters who have found their way to the CPC. Tougher types such as *Thundercats*, *The Real Ghostbusters* and *Masters Of The Universe* have also made the transition. Games have also been produced about such off-beat shows as *The Trapdoor*, on ITV's *Ghost Train*, and that uncannily, accurate hard-hitting chronicle of school times, *Grange Hill*.

However, despite the attraction of character licences like these, what do the software houses go for? *Countdown*. *A Question of Sport*. *Bob's Full House*. For some reason which has consistently eluded every member of the *Amstrad Action* team unfortunate enough to have to review one of these TV quiz spin-offs, the software houses love 'em. This is one of the great mysteries of the universe.

By contrast, TV licences can be just as inspired and well-programmed as their film counterparts. You need look no further than Virgin's excellent *Monty Python's Flying Circus*, reviewed last issue, for proof.

So far, TV licences have been, as a breed, cheaper and naffer. It may be that they are simply lagging behind cinema offerings. Maybe software houses think TV lacks the glamour of the cinema. Who knows. For the time being, though, TV licences remain the province of the budget market.









● The man with the hat has inspired many an adventuresome epic on the computer screen.

Future perfect?

And, having wended our way gently down Random Access Memory Lane, what have we learned?

The quality of film licences can be hugely variable – more so perhaps than original games. It's almost as if some software houses, having secured a big-name tie in, feel they can then sit back any fob us off with any old load of dross (mind you, if you'd just spent a couple of hundred K on a film licence,



would you want to spend the same again on programming, copying and distribution?) and that it will sell in its millions anyway. To a degree they're right – although some famous lemons of yesteryear still keep coming back to haunt their owners.

Increasingly, though, we're seeing software houses produce better and better licences. A couple of years ago, *AA* was constantly bemoaning the appearance of 'yet another' licence, rather than an original game idea. Now, though, licence quality is reaching the point where it's ceasing to matter. We've all heard of 'chequebook journalism' – well, hopefully that period of 'chequebook' programming' is behind us.



More than that, though, as computer technology and techniques advance quicker than we can follow, the boundaries between the different media – films and computer games – may grow ever more blurred. Film and TV authors do not always have total control over their efforts. For example there's the American phenomenon of the film with no ending – viewers phone in to say whether they want it to have a happy or a sad ending, and the one that gets the most votes is the one that's screened. And then there's the Yorkshire TV soap that's written by its viewers! At the end of each episode, viewers can immediately rush off to put pen to paper and produce next week's script themselves...



● Yogi, the Munsters and Tintin. Perenially popular characters.

At the same time, the huge storage capacity of optical disks and the ever-increasing use of CD-ROM drives already promise a whole new generation of interactive entertainment. By these means, realistic films stills and ultimately entire animated sequences can be controlled not by a scriptwriter but by viewers themselves. A combination of video images and computer-controlled viewer input could lead to a whole new style of entertainment, where the viewer *becomes* the hero, and saves humanity, the world, the universe *themselves*, and doesn't just watch some overmuscled hulk doing it himself. CD technology has been used as far back as '87, when *Dragon's Lair* appeared in the arcades. This was a game controlled by a computer but accessing a laser disk for its animated sequences. You ended up watching a cartoon where you had to solve puzzles yourself before your cartoon character could move on. The game was converted to the CPC, where it scored only 67% because of its rather 'linear' gameplay, but the writing was on the wall. The arcade machine had you playing something half way between a game and a film, even then. So far, no-one else has picked up on the principles involved to generate even more realistic game/films with more complex, deeper plots, but it can only be a question of time, especially as the technology becomes more and more accessible.

And on a more frivolous note, what if an interactive 'movie' game let you redefine the lead character? What if you could replace it with a digitised image of yourself?

Games are subtly different to – and potentially more exciting than – films. In a game, with the prospect of success, of course, comes the possibility of failure – just as interactive games players *may* save the world, they may also *fail*. Each film would be different, each outcome dependent on the skill and intelligence of the 'viewer'.

All this may seem a bit far-fetched at the moment, but these things have a habit of creeping up on you. One moment they're idle speculation, the next they're an everyday reality.

Take last month's Mastergame *Iron Lord* – by the time you've completed the game, your adventures could have formed the plot for a film that would have been better than many a Hollywood invention! And as the Amstrad console takes hold, expect to see bigger and better film licences than ever. With the increased storage capacity and instant access of the cartridge system, long animated sequences and realistic graphics are destined to become the norm rather than the exception.

Games players have long been bemoaning the proliferation of licences over original games. Now, however, as the technology becomes available, the film licence may be coming of age. No longer do you have to simply *watch* the heroes – you can *be* one.

THE LICENCE LIST: PRODUCER, ISSUE AND *AA* RATING

A View to a Kill	Domark	AA2	67%
Bruce Lee	US Gold	AA2	88%
Blockbusters	Macsen	AA7	14%
Rambo	Ocean	AA8	58%
Dambusters	US Gold	AA10	61%
Bladerunner	CRL	AA11	60%
Biggles	Mirrorsoft	AA11	81%
The Fourth Protocol	Ariolasoft	AA13	84%
Nosferatu	Piranha	AA16	70%
Aliens	Electric Dreams	AA17	90%
Tarzan	Martech	AA17	51%
The Great Escape	Ocean	AA17	66%
Top Gun	Ocean	AA17	60%
Highlander	Ocean	AA18	48%
Short Circuit	Ocean	AA19	86%
Cobra	Ocean	AA20	30%
Big Trouble in Little China	Electric Dreams	AA21	64%
Howard the Duck	Activision	AA23	31%
The Living Daylights	Domark	AA24	68%
Death Wish III	Gremlin	AA25	30%
Indiana Jones and the Temple of Doom	US Gold	AA27	72%
Flash Gordon	MAD	AA28	58%
Basil the Great Mouse Detective	Gremlin	AA29	70%
Platoon	Ocean	AA32	82%
Predator	Activision	AA32	43%
Mickey Mouse	Gremlin	AA36	87%
The Empire Strikes Back	Domark	AA38	51%
Live and Let Die	Domark	AA39	80%
Return of the Jedi	Domark	AA41	82%
Batman – The Caped Crusader	Ocean	AA41	74%
Rambo III	Ocean	AA42	67%
Superman	Tynesoft	AA46	63%
Red Heat	Ocean	AA48	67%
Licence to Kill	Domark	AA49	76%
Indiana Jones and the Last Crusade	US Gold	AA49	83%
Running Man	Grandslam	AA49	29%
Batman – The Movie	Ocean	AA50	90%
Moonwalker	US Gold	AA52	78%
Ghostbusters II	Activision	AA52	94%
The Untouchables	Ocean	AA53	90%
Beverly Hills Cop	Tynesoft	AA54	69%
Hunt for Red October	Grandslam	AA58	61%
Back to the Future II	Mirrorsoft	AA60	52%

TV TIME: THOSE SMALL-SCREEN SPIN-OFFS

Zorro	US Gold	AA4	78%
Countdown	Macsen	AA9	56%
Batman	Ocean	AA8	93%
V	Ocean	AA11	43%
Dr Who and the Mines of Terror	Micro Power	AA11	57%
Knight Rider	Ocean	AA14	18%
It's a Knockout	Ocean	AA15	17%
Trapdoor	Piranha	AA15	87%
Miami Vice	Ocean	AA18	24%
Grange Hill	Argus Press	AA20	74%
Road Runner	US Gold	AA26	74%
Thundercats	Elite	AA27	90%
Through the Trapdoor	Piranha	AA29	62%
Yogi Bear	Piranha	AA29	66%
Blockbusters	Domark	AA30	47%
Masters of the Universe	Gremlin	AA30	42%
Krypton Factor	Domark	AA31	59%
Question of Sport	Elite	AA44	60%
Real Ghostbusters	Activision	AA44	57%
Run the Gauntlet	Ocean	AA45	80%
Thunderbirds	Grandslam	AA47	90%
Bob's Full House	Domark	AA48	58%
Tintin on the Moon	Infogrames	AA52	44%
Yogi's Great Escape	Hi-Tec	AA57	68%
The Munsters	Alternative	AA60	33%
Mike Read's Computer Pop Quiz	Encore	AA60	39%
Monty Python's Flying Circus	Virgin	AA61	84%





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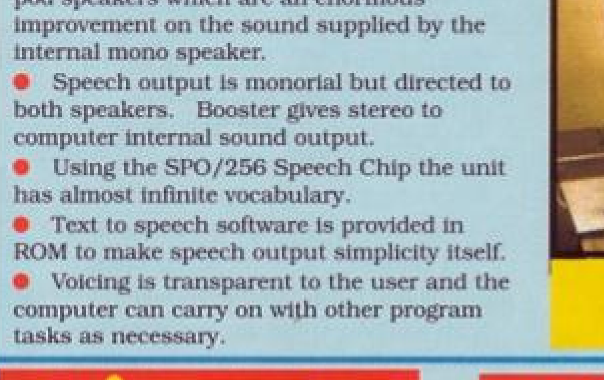
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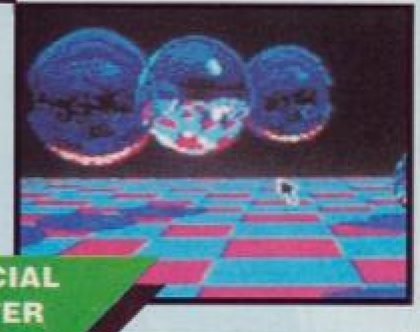
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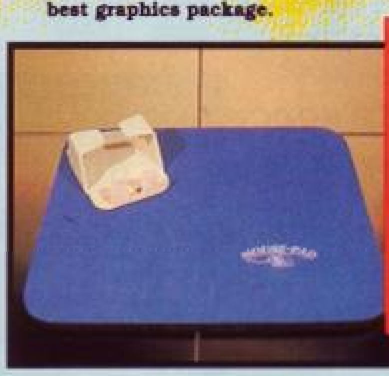
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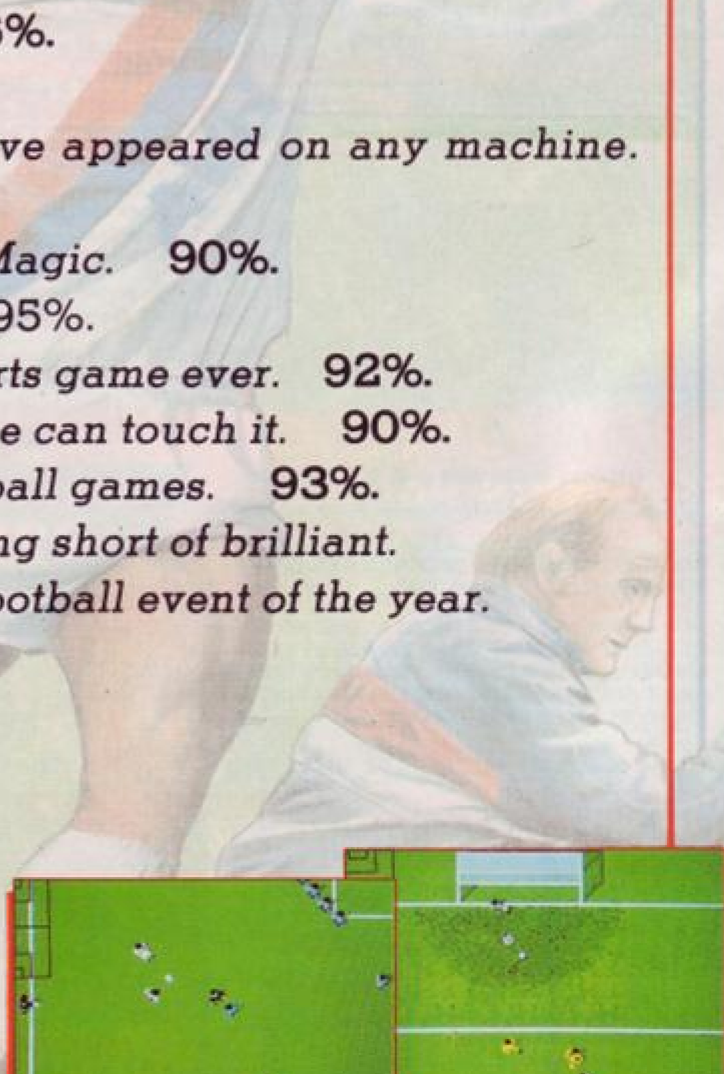
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Forum

A problem shared is a problem doubled - so ask the doctor if you're troubled

● Maxam mayhem

I have recently purchased Romantic Robot's *RODOS v2.19* with the intention of using the extra disk space to store more *Maxam* source files per disk.

All went well until I tried to link several large source files together into one object file (using *Maxam's* 'READ' directive). Everything was normal until *Maxam* ground to a halt with lots of errors; it turns out that all source code after the first 'READ' is completely ignored resulting in the errors.

After much experimentation I came up with the theory that *RODOS*, when opening a file, overwrites some *Maxam* variables with an input buffer/header causing the poor thing to go wrong.

Also, *RODOS* doesn't follow the exit conditions defined in the Firmware Manual (for input routines) perfectly; perhaps this is what is confusing *Maxam*? It could also be that *Maxam* is doing something illegal that only works under *AMSDOS* not *RODOS*.

I even tried that same thing, except that the files were on an AMDOS disk; no joy here either – the disk heads tried to escape from the drive!

Would *ROMDOS/RAMDOS* work any better, or is there a 'quick and dirty' fix that you (or some helpful reader out there) could suggest? Would it actually be any different with *Maxam 1.5*?

I have a 464, DDI-1 (no B-drive yet), *Maxam*, *Utopia* and *RODOS* ROMs. And a Multiface too (ho-ho!).

Help me Obi-Wan-Waring, you are my only hope...

John Girvin
Belfast
Northern Ireland

RODOS is an excellent operating system. Unfortunately, it's incompatible with just about every other program around. ROMDOS, on the other hand, works with many more programs.

As you don't have a large-capacity second drive, though, there isn't much point in using it. ROMDOS is primarily designed as an operating system for such drives.

Maybe there is a way of getting round the problem with John's existing ROMs. If anyone has discovered a way of doing this, then drop me a line.

● Relocation information

I have a piece of relocatable code that I need loaded into location &81FF, that is &3A00 bytes long.

Normally I would load the code into a completely different location and LDIR it into the area of memory where it should reside, but when I do this with this particular location the screen corrupts and the computer locks up.

Can you suggest a solution?

Marcus Fletcher
Carlisle
Cumbria

That particular area of memory is used heavily by the computer for system information. The jump blocks reside there, for instance. If those are corrupted then I'm afraid the computer won't operate correctly.

If you don't require the jump blocks, i.e. you aren't going to access the computer's ROM routines at all, then it is possible to use the memory.

Firstly you must disable the interrupts (or re-direct them) as the interrupt routine makes extensive use of the ROM. Then you should make sure that the stack is in a safe place. Something like this should do the trick:

```
DI              ;Stop those pesky interrupts
LD   HL,&81FE   ;Or some other safe place
LD   SP,HL      ;Move stack
LD   HL,&4000   ;Or wherever you've stored the data
LD   DE,&81FF   ;Re-location address
LD   BC,&3A00   ;Length of code
LDIR            ;Move the code
JP   &81FF      ;Start your program...
```

● Fitting questions

I am seriously considering upgrading my 464 to the new Plus model. The only problem, will all my add-ons still fit?

I have: printer; disk drive; 64K RAM pack; mouse interface; MP3.

If not, could you please tell me how I can get hold of the new versions and leads.

Adrian Hopson
Broxbourne

I'm afraid that NONE of your old peripherals will plug directly into the new Plus. This is because Amstrad has used better-quality connectors for the new range. HOWEVER, I would imagine that third party manufacturers will be coming up with products to enable connection to the old peripherals any day now. Indeed, I understand mail order supplier WAVE has something on the go even as we speak.. Check out the Amscene pages this ish...

● Upwardly mobile

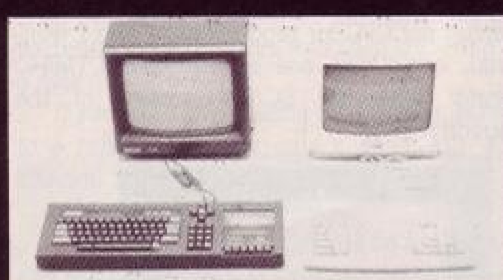
I have recently been reading the September issue of *AA*, in which the pages on the new Amstrad Plus range caught my eye. I then began considering having my CPC464 "upgraded" as you put it, to a 464 plus colour range. This, according to the table, would cost £230, and I thought that this was quite reasonable. Then the notes at the bottom of the table read, "These second hand CPC prices are based on estimate of half the original retail price." Does this mean that if I was to have my computer upgraded to a new 464, that I would get a brand new one in exchange for my CPC 464 Mono and £230?

Another reason that I have written is that I would like to know if the Citizen 120-D printer is compatible, and if I would be able to purchase a disk drive for the 464 Plus colour. If I was to purchase the new computer, where could I have this "upgrading" done?

I would be very grateful if you could reply with the information I require.

Glenn Dunkerley
Royton
Lancashire

We may have got our wires crossed here. No-one is actually offering an upgrade service, we were just listing how much it would cost if you sold your old machine and bought a new one. The estimates of second-hand value we made were only that. We reckoned that the going rate for a second -CPC was about half its original price, but you could well get a better deal than that. If you managed to sell your machine second-hand, and got £100 for it, then you'd need another £230 to make it up to the £330 purchase price for the new model.



● The CPC-Plus 'upgrade costs' quoted in *AA60* were simply based on what you might expect to get yourself from selling your old machine.

The Citizen 120D is compatible with both the old and new machines.

We don't know if Amstrad will be producing the necessary interfaces to allow the 464 Plus to connect to an additional disk drive. In any case, it would be cheaper to go for the 6128 Plus in the first place, and by doing so you would get an extra 64K into the bargain.

● Light Entertainment

Firstly, I would like to pay my compliments to all your editors, reviewers, etc for producing a first-class magazine.

My main cause of writing is to ask for any answers to my problems. It involves my CPC6128 and my light gun. When I play with my 'Light Phaser' on my green screen monitor, it plays very well. But when I play on my 18-inch colour TV set with modulator, the gun fires indirectly at the screen, making it miss all the choices of games.

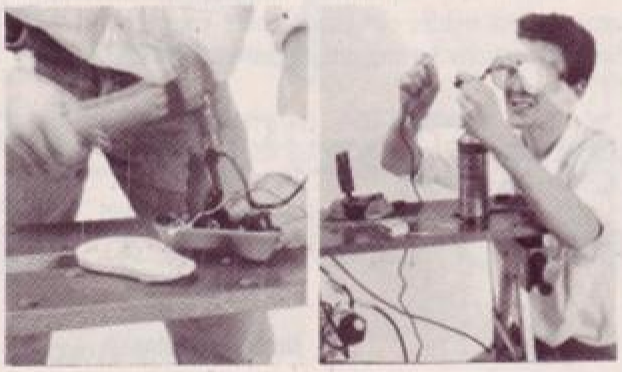
This is bad because I would like to see the games in colour. Therefore I turn to you.

Would you be able to print out where I can get a D.I.Y. Sonmax Sureshot Joystick reviewed in issue 57?

Tony Lam
Wootton Bassett
Swindon

The lightgun is designed to work with a small screen (12-14 inches). If you can borrow a portable telly from someone then you should be able to play. If not, then tough. Sorry.

Sonmax resides at: ***Unit 21, Parkside Industrial Estate, Edge Lane Street, Royton, Oldham, Lancs.***



● Where can you get one of those DIY joysticks

● Speech problem

I recently purchased a Dk'tronics speech synthesiser and stereo sound booster. I loaded *Captain Blood*, listened to the music, I then loaded *Laser Squad*, everything was fine until I fired my MS Auto Cannon – a buzzing sound came from the speakers. I turned the computer off and then back on and tried a few games, then I tried *Laser Squad* only to have the same thing happen again.

What is causing the buzzing? Is there something wrong with my 664? *Laser Squad* is the only game that buzzes.

Michael Dickinson
Manchester

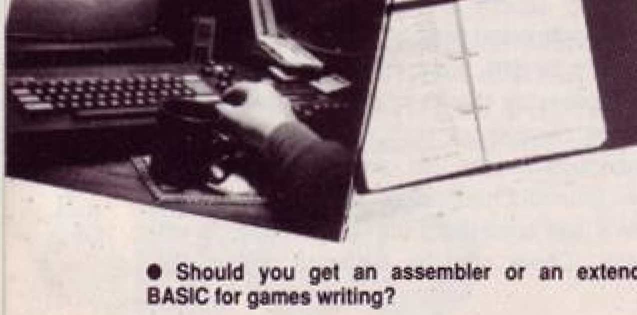
There's nothing wrong with your 664 (that a sledgehammer couldn't sort out), it sounds like just a peculiarity of Laser Squad *to me. It's probably doing something that it shouldn't. If it's annoying you, unplug the unit before playing* Laser Squad. *Otherwise, don't worry about it.*

● Assembly Point

I can program in BASIC but it is too limited to write good quality games above Spectrum standard.

Should I spend £50 on an Assembler or should I get *Pandora* or *Sprites Alive*? I would like it as flexible as possible, can you help?

Jamie Hastings
Woodthorpe
Nottingham

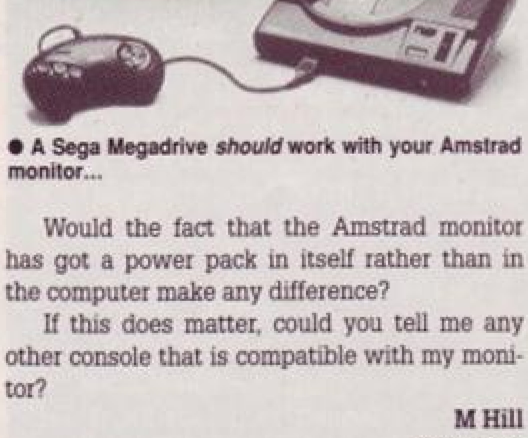


● Should you get an assembler or an extended BASIC for games writing?

I'd go for the assembler every time, Jamie. It's much harder to learn to program in machine code, but the results are infinitely better.

● Console query

I am thinking of buying a Sega Megadrive but keeping my CPC for programming, and I wondered, could you use an Amstrad CTM640 monitor with the SCART version of the Megadrive?



● A Sega Megadrive *should* work with your Amstrad monitor...

Would the fact that the Amstrad monitor has got a power pack in itself rather than in the computer make any difference?

If this does matter, could you tell me any other console that is compatible with my monitor?

M Hill
Patchway
Bristol

As long as the Sega has RGB output then you'll be able to connect it to your monitor. However, you won't get any sound as the monitor has no speaker.

Take the connection diagrams in your manuals to a local electronics shop. They should be able to construct the necessary leads for you.

All consoles with RGB output could feasibly be wired to your monitor – minus sound. That includes the new GX4000 from Amstrad.

● Colour supplement

At this moment in time, I am considering buying a printer for my CPC464. So here are a few questions:

1. What is the cheapest colour printer for my computer?
2. What is the best-quality colour printer?
3. How much does the printer lead cost?
4. What is the best art package (tape)?
5. Is it possible to get the *Advanced Art Studio* on tape?

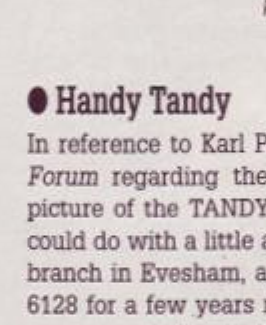
Thanks and, by the way, I think *AA* is brill and I couldn't live without it – slurp, slurp, grovel, etc...

Jimmy Brackenridge

The Star LC-10 (colour) is the cheapest. You could pay thousands for a colour printer. I would recommend the star as being excellent for its price.

The lead you require is the Amsoft PL-1. It costs £15, but other manufacturers will sell you a compatible lead for around half the price.

Advanced Art Studio *is available on tape, but you'll need 128K memory to run it (that means you'll need to buy a 64K RAM expansion. Both are available from:* ***Datel Electronics, Fenton Industrial Estate, Govan Road, Fenton, Stoke-On-Trent, England*** *(0782 744707).*



● *Art Studio* – the best art package for your CPC.

● Handy Tandy

In reference to Karl Parrish's letter in *AA59's Forum* regarding the TANDY DMP/110 (nice picture of the TANDY/422 lads!), I thought he could do with a little advice. I work for Tandy's branch in Evesham, and have had an Amstrad 6128 for a few years now. After checking with our computer buyer at head office, he advised me that if you want a manual for your printer, order it through National Parts.

There are two ways of doing this:

1. Ring the Warehouse on 021 5566101 and ask for National Parts, get a quote for the manual and P&P and order by post.

2. Go into your local Tandy store and ask the manager to order it through National Parts for you. (It might also be possible to order rib-

bons for your printer if you are having problems finding them.)

If Karl has any other queries he is always welcome to write to me regarding anything, and I will see if I can help him. All the best with *AA*, which is going from strength to strength.

Mark Crawley
4 Norval Cresent
Main Street
Offenham
Nr Evesham
Worcs WR11 5RH

Thanks for the information Mark, I'm sure that Karl will find it useful.

● Go green

I am very annoyed with *AA*. Why? I will tell you why. None of the games reviewed in the September issue of *AA* mentioned what these games were like on the Green Screen. Being a Green Screen owner I like to know what games are like on the Green Screen before I buy them so that I don't waste money on something that is unplayable.

The second thing I would like to point out in this letter is that there should be an *AA Type-Ins* book with all the *AA Type-Ins* from issue 1 in a book with two or three cassettes to hold all the programs in the book.

After all, if Uncle Phil can have a *Cheat Mode* book why can't Prof Adam have a *Type-Ins* book?

The third and last thing I would like to say is that when is someone going to write a program for the 464 to allow the 464 to use all the 6128 commands (like MAXI-RAM which lets you use the CLEAR INPUT command)? Thank you for listening to my daft gibbering.

Neil Quinney
Alloa
Clacks



● What's happened to the old green-screen comments in *Action Test*? Serious types with mono monitors won't be ignored, never fear.

After long and careful deliberation, we have decided to drop the green screen ratings from our games reviews. There are a number of reasons for this, mainly to do with the introduction of the new machines

The mono version has a white monitor. It would be too confusing having both colour, green and white screen ratings.

We only have a limited amount of desk space here, and the new machines mean that we just don't have enough room for the old green screen machines. (Don't worry, they've gone to good homes.)

Rest assured that if we reckon a game will be particularly bad or unplayable on a green monitor, we'll mention it in the main body of the review.

A Type-Ins book? I'll consider it, but to be honest I don't think that there'd be enough interest to warrant one.

SuperBasic, published in AA51, offered many of the extra commands found on the 6128. However, it would be nice if someone wrote a complete 6128 emulator for the 464. How about it, chums?

● No joy with joysticks

I have had my 464 for over three years and it has never given me any trouble, until now. The joystick port doesn't seem to be working properly. We have two new joysticks, and Left doesn't work on either of them, although if you wiggle the joystick connection it works for a while.

The joysticks are different models and makes and I suspect it is probably a loose pin. Is there any way it could be fixed without having to go to an expensive computer repair shop? If not, about how much would it cost to repair?

I also, have some questions about the new Amstrad Plus range and the GX4000.

1. How much will games for the console cost? I am planning to buy the console but if games cost over £20 I wouldn't be able to afford it.

2. Would it be possible to hook up the console to an 'old' Amstrad colour monitor?

3. How many colours are available on-screen in Mode 1 on the new Amstrads?

I would greatly appreciate a reply to this letter in your brill magazine.

Aiden Wilson
Shannon
Co. Clare

It could be a dry joint on one of the connections between the joystick socket and the circuit board. You should only attempt the repair if you're confident that you can use a soldering iron without splattering solder all over the place and making a terrible mess of the insides of your computer.

Heat up all the connections and apply a fresh dab of solder to each one. If that doesn't fix it then you'll probably need a new joystick socket (available from electronics stores). This is an even more difficult job as it involves de-soldering the old socket, and then soldering in a new one.



● Is your joystick not working properly? It could be your 'stick, or it could be the joystick port...

If you have any qualms whatsoever, take it to a repair shop. It's only a small job, and shouldn't cost too much.

As for yuor console queries:

1. I'm afraid that games will be around the £25 mark. I appreciate that this is expensive, especially when compared to existing CPC games. However, cartridges are far more expensive to produce, and any console will have expensive software.

2. Yes it's possible, but you'll lose the sound.

3. The screen modes are exactly the same. The improved graphics come from the choice of colours, and the sprites. There are still four colours available on screen, but from a palette of 4096. The on screen sprites add another 16 colours - irrespective of the current mode.

● Masterword mastered

After having typed in the program *Masterword* from *AA56*, it was not surprising that Doug Webb (Reaction *AA59*) was having trouble getting the checksums to add up in lines 1330 and 1390. The reason for this is that both lines are missing one character.

Line 1330 needs a "-" sign inserted after the figure 2000, and line 1390 needs a "=" sign inserted after "d%(ch%)". The lines should now read:

```
1330 IF MID$ (z$,a%,1)=MID$(w$,a%,1) THEN righ%=righ%
     +1:PEN 2:LOCATE 11+a%,1%:PRINT MID$(z$,a%,1);
     SOUND 1,2000-(a%*250),9,1,1:w$=MID$(w$,1,a%-1)
     +" "+MID$(w$,a%+1):d(a%)=0

1390 ch%=INSTR(w$,1$):IF ch%<>0 AND d%(ch%)=THEN PEN
     1:LOCATE 11+a%,1%:PRINT MID$(z$,a%,1):w$=MID$
     (w,1,ch%-1)+" "+MID$(w$,ch%+1)
```

Secondly, the *Monty on the Run* tape poke in *AA50* (written by Phil Howard) has a bug on it. Every time Monty falls into water, the game crashes. The screen freezes all action, but the soundtrack continues. No amount of banging the keyboard has any effect.

Thirdly, the *Poke It* type in (*AA59*) doesn't seem to work properly on my 6128. Would I be right in saying that *Poke It* only works with the games that can't detect a switched-on Multiface II? When I tried using *Poke It* with my *Rainbow Islands* disk, I got a Read Error message).

Finally, is that unsung classic *Lost Caves* a multi-load game?

Matthew Bayfield
Gravesend
Kent

Whoops! It wasn't me, it was the other three! Don't fall into the water then.

Poke It *will only work with games with very simple protection. Anything complicated throws it.*

Lost Caves *is not a multi-load game. It's amazing how the programers managed to fit so much into only one load. I have only the greatest admiration for them. In fact, I would say that this excellent game...* (That's enough plugs - ed.)

● Room for ROM

In your magazine page 28 I found the article "So What's New?". As I have an Amstrad CPC664 and would like to upgrade it by using the ROM. I have looked inside the keyboard and see that there are two chips in sockets and one soldered onto the pcb board and would like help.

1) Which chip do I change?

2) How and where can I get a circuit diagram?

3) Will it upgrade my computer to the 6128's memory?

4) When the chip is fitted are there any other adjustments to be made?

5) Where can I purchase the chip from and approximately the cost?

W L Simmons
Marske-by-Sea
Cleveland

The ROM chip is numbered 40010. You'd be hard pressed to get a circuit diagram from anywhere. To upgrade the memory you'll need an additional 64K RAM pack. You'll also need a disk drive to be truly 6128-compatible. Look through our adverts for a suitable source.

● Mad as a mongoose

Yes, it's that person who writes those stupid letters to *Forum* which are too long. Is this an improvement?

Anyway, here are some Multiface tips:

If you've got *Insider* installed and you find that even when you switch your CPC off and on again, the *Insider* is still installed (because [a bit] like the stack, the Multiface RAM is not altered by BASIC) then simply turn the CPC off, unplug the MF then plug it back in. Yes, it's a nuisance but it's the only way if you want to save something.

You wanna find the version of your Multiface? Just press F0 when the menu comes up. R for return, then in BASIC, PRINT HEX$ (version number shown) to find a decimal version of the number – mine's &7C.

I've solved all these "Dear Adam, I have a Multiface game on my 6128 but it takes up to 128K of memory on my disk" problems. If you've a 6128, then earlier versions of Multiface will not have the CLEAR option on the menu (see for yourself on the menu whether you've got it) that dramatically compresses the number of files from 8 to 4, as mentioned by some readers. Instead you can do a Multiface poke (See *Cheat Mode* for instructions). Here's the poke: &3A96,&01. Of course, 464/664 owners need not bother.

You know that entering B: before your Multiface filename will save the program to Drive B, but you can also use 1:, 2: up to 15: to change the user too. This could be useful to hide your files from prying eyes, but using two-digit numbers eats up (URGH!) four characters of your filename. Simply save this program:

```
10 |[drive A or B] : |user, [1-15]
20 run "urgh '4 letter file name!
save "urgh! .no!
```

Note that "urgh.no" should change to your 8-letter filename which can also have a generous 3-letter extension.

Now for some easy questions:

1. These new CPC 6128 plus thingummys have a changed disk drive 2 port. Will Siren, Microstyle etc sell a (cheap) interface or lead? Is it true that you can't plug tape leads into the 6128 plus? Is the expansion port changed? If BASIC 1.1 is installed on ROM then have they taken the Tape commands out of the Disk ROM or summat?

2. Also, can you get an art program cartridge that can use the 4,096 colours, built-in washing machine etc etc but will save your beloved piccies to disk or tape? Or is this impossible?

3. And will Amsoft start making firmware guides amongst other necessities again? Oh, and have AMSTRAD been selling DD1's cheap so they can make some nice creamy looking 3-inch MicroStyle (forgive the pun) Slimline ones!!

4. Why's my DMP2160 doing the same thing as Andy Brown's in *AA*48? How do I fix it?

5. What happened to the *Little Black Book* Pat McDonald promised because of severe *Soft 968* shortages?

Russell Whitwell
Ross on Wye
Herefordshire

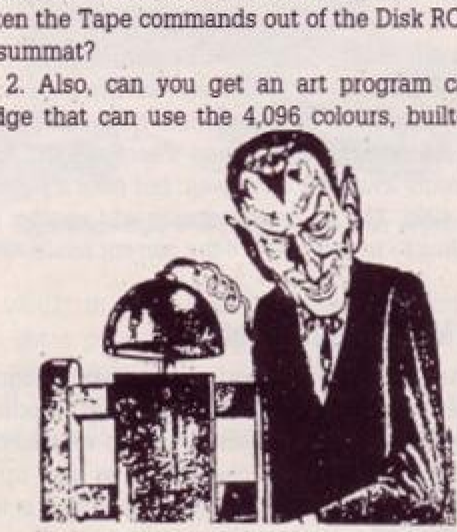
1. I would expect so, yes, yes and no.

2. I'm not aware of any art programs being planned for the cartridge, and would doubt that any are in the pipeline. After all, the cartridges are meant for games only.

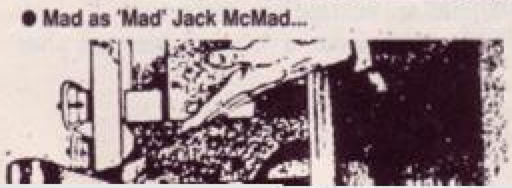
3. I would think that Amstrad is going to jealously guard the secret of the internal workings of the new machines, so it's unlikely that a firmware manual will be published. However, if AA gets its grubby little paws on the information, then who knows... I think Amstrad sold off all those drives cheaply to make way for the new Plus range. The 6128 Plus does have a second drive slot, so I'd imagine that Amstrad has plans for a new drive.

4. Who's Andy Brown?

5. Who knows?



● Mad as 'Mad' Jack McMad...



Icon do that

I am at a loose end and I wondered if you could help. I am currently designing a program, on a CPC6128, which will be icon-driven. However, I cannot find a BASIC routing which will enable me to move the cursor (an arrow) around the screen without erasing whatever it has passed over. The cursor will be moved over a screen designed on *The Advanced OCP Art Studio*.

I have studied the listings of various programs, including *Smart II* and the 'Desktop' program by DW Software, but still without result.

I would be more than grateful for any relevant information.

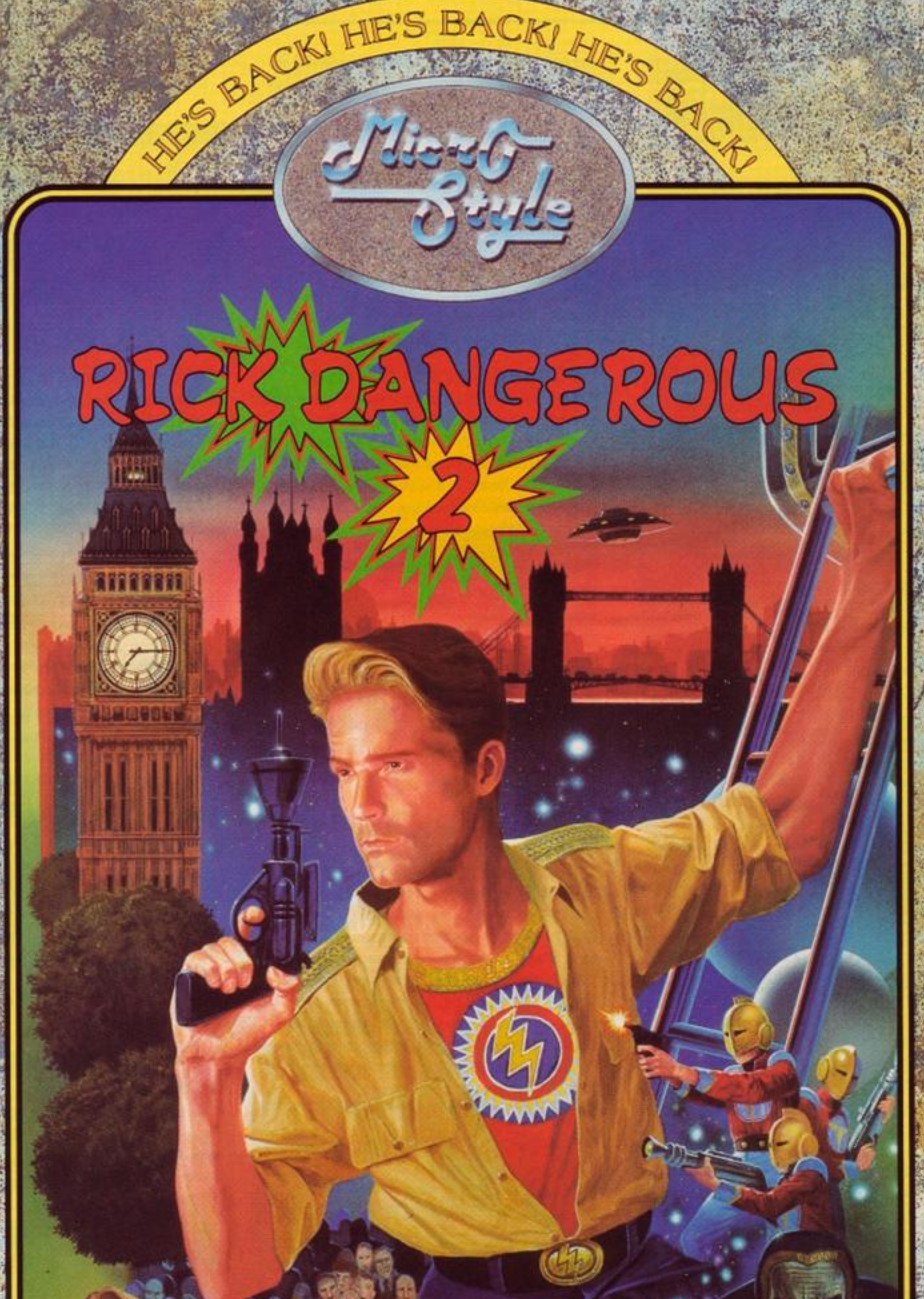
I have been experimenting with 'PRINT CHR$(23);CHR$(1);' etc, as well as with ink modes, but still no luck.

Michael Morgan
Woodsetts
Notts

It's a difficult thing to achieve in BASIC. You really need to resort to machine code to do that. The way it is done is to record the area of screen where the pointer will be placed, before drawing the pointer. When the pointer is moved, the area is copied back and the process is repeated. £20 is up for grabs for a suitable Type-In...



● It's true – this crispy £20 note is up for grabs. Read on...


HE'S BACK! HE'S BACK! HE'S BACK!
MicrO Style
RICK DANGEROUS
2

On the Grapevine...

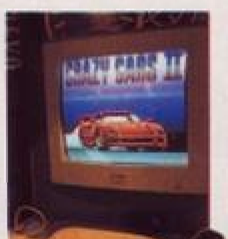
News, views, previews, scandal, gossip... the place where we bring you up to date on who's who and what's what in the world of computer entertainment...

Biggest news at September's Computer Entertainment Show – apart from the new Amstrad machines, of course – was the new console display unit designed by Amstrad to go into computer stores.

Styled like an arcade console machine, the unit has an eye-level monitor, a GX4000 attached underneath it and two games paddles. (The console on display isn't the one that does the work, but some mysterious workings inside, instead.) The main screen offers you a choice of games to try out, while the games themselves will be displayed on a rack lower down at the front.



The idea is that kids (and more than a few 'big' kids) can come in the shop and try before they buy. And people who haven't quite decided whether to buy a console or not can be amazed by the graphics and stereo sound.



A great idea, and one that should send sales of the machine and the software through the roof. We beat back the crowds from the machine on display at the show, and took a look at the games running on it.



Most were re-hashes of games already released on the Amstrad CPC, but there were some completely new ones too. Bearing in mind that many of the games were pre-production demos probably rushed through for the show, here's a little run-down of what was there:

1: Crazy Cars II ● Titus

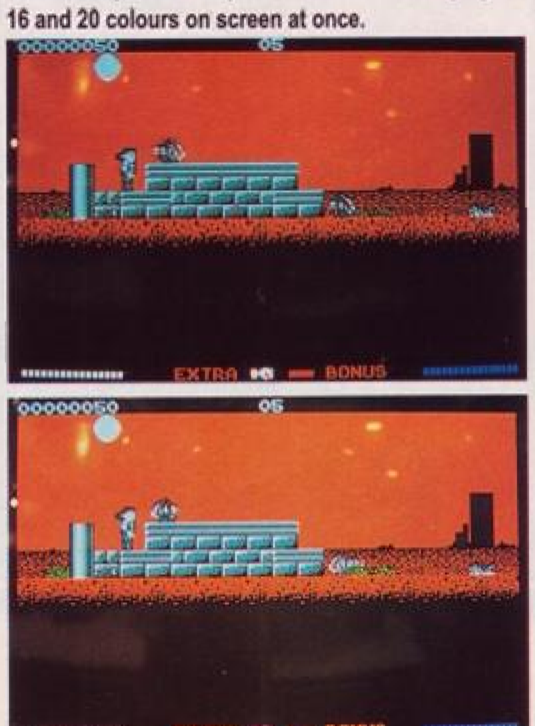
First reviewed in *AA44*, where it scored 82 per cent, this driving game puts you behind the wheel of a Ferrari F40. Your job? To smash a stolen car racket run by police officers. And how do you do it? By driving like a lunatic in one of the world's fastest production cars. Don't ask questions, just enjoy!



● *Crazy Cars II*, from those French funsters at Titus.

2: Switchblade ● Gremlin

Whether or not we're going to see this wholly new game on the console depends on discussions currently going on between Gremlin and Amstrad. If we don't, it'll be a shame. You play Hiro, the last of the Bladeknights, in a platform adventure where you must attempt to assemble the awesome Fireblade – the only weapon which will defeat the evil Havok. Graphics are cute, small and well-defined, and it plays very smoothly and well. It's all done in the Amstrad's four-colour mode, but by using the new hardware sprites as objects, Gremlin is managing 8, 16 and 20 colours on screen at once.



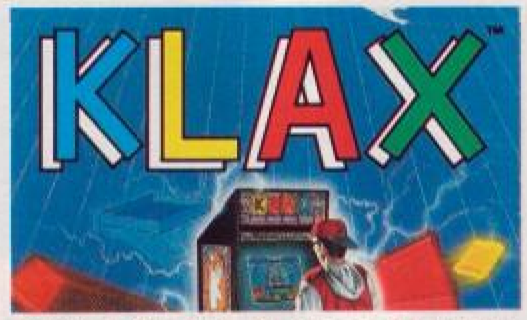
● Gremlin's picked an unusual graphics style for *Switchblade*, but it looks set to be a stonker!

3: Fire & Forget II ● Titus

We reviewed this console game last issue. Another high-speed driving game, this time controlling your Thundermaster II, a car-cum-plane, in an attempt to stop a convoy of terrorists wrecking an international peace conference with a nuclear bomb. There are 60 different types of enemy to blast into oblivion before you can do it though!

4: Klax ● Domark

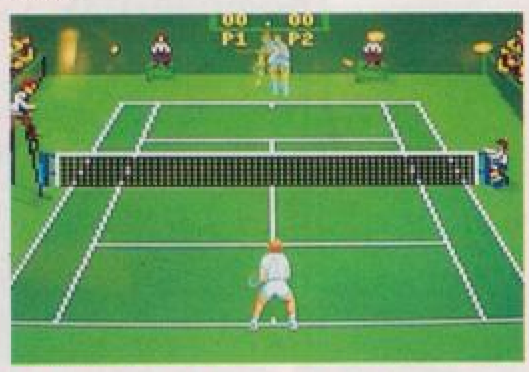
This *AA* Rave scored 89 per cent back in *AA50*. In it, you have to stack up coloured tiles sliding towards you and then drop them down to form horizontal, vertical and diagonal lines of the same colour. But the longer you play, the faster they come down. And each successive level is harder than the last. Simple, but hugely addictive, and the console version will feature extra game backgrounds when it arrives.



● Console *Klax* looks the same as the original – we're promised extra levels, though.

5: Pro Tennis Tour ● Ubi Soft

This French tennis simulator scored 72 per cent back in *AA53*. The console version has even better graphics than the original, with the main players much more detailed but just as fast around the court as ever.



● Ubi Soft's *Pro Tennis Tour* gets excellent new spirtes.

6: Tennis Cup II ● Loriciel

We previewed this tennis-game-with-a-difference in *AA57*. Unusually, the screen is split into two so that each person can watch their on-screen players from

the same perspective. The console version looks a hundred times better, with much more colour and high-definition players.



● Loriciels' *Tennis Cup II* – better sprites and more colour.

7: Burnin' Rubber ● Ocean

The first game *Amstrad Action* saw running on the new console, and the one given away with the machine, got a three-page review in *AA60*. It's a high-speed Le Mans-type racing game where you drive on and on into the night through some spectacular colour changes as the sun goes down. The crash sequence is amazing, the other cars and time limits tough.

8: Operation Thunderbolt ● Ocean

The conversion of the arcade game scored a massive 89 per cent in *AA52*. Not much thinking needed for this one, just a quick trigger-finger and instant reactions as you take on countless enemy troops, tanks and helicopters in a do-or-die hostage-rescuing mission.

9: Tin Tin on the Moon ● Infogrames

We weren't so keen on this one, back in *AA52* – it scored a measly 44 per cent. It looked good, but was a bit shallow and boring to play. Are there any changes for the console version? We don't know yet...

10: No Exit ● ?

A bit of a mystery, this one, since we haven't been able to find out who's producing it! It looks like a martial arts combat game – and if the background graphics on this first stage are anything to go by, it should look excellent.



● Spectacular colour in *No Exit* – we don't know much about the gameplay, though.

11: Barbarian II ● Palace

Reviewed in *AA44*, where it scored 92 per cent and the Mastergame accolade, this sword-wielding combat game won't win any prizes for intelligence but is quite tricky and great fun – especially the animated sequence when your hero or heroine is killed!

12: Batman – The Movie ● Ocean

Scoring 90 per cent in *AA51*, this game-of-the-film is one of the best of its types for a long time. It has five levels, each one taken from a sequence in the film, and only the most skilled and dedicated gamester is going to make it to the end. Are there any changes to make the console version even better? We'll have to wait and see...

Activision pulls out

It's true – veteran games software house Activision is pulling out of the home micro market, certainly as far as the Amstrad range is concerned. A great shame, particularly since the company has brought us so many great releases, like *Powerdrift* (Mastergame, *AA51*), *Ghostbusters II* (Mastergame, *AA52*) and *Fighter Bomber* (Rave, *AA59*).

French jump the queue!

Whilst supping champagne at the Ubi Soft stand at the *CES* (it's a hard life sometimes, y'know), we noticed something. They had two Amstrad Pluses running the cartridge version of *Pro Tennis Tour*.

"What's so unusual about that?" you ask. Well nothing, except... where did they get their machines from? They're like gold dust in the UK – we've been trying to buy (yes, *buy!*) machines off Amstrad for weeks, but it keeps saying it doesn't have any yet. Amstrad France, on the other hand, looks as if it's got its act together already.

Furious? We darned near choked on our vol-au-vents...

Format Frenzy

Amstrad's new GX4000 console and Plus machines have really set the cat amongst the pigeons with the software houses.

It's not that they're not impressed with the machine – far from it! The problem is, do they release games on tape/disk and cartridge, or pick one or the other and miss out on possible sales?

Ocean reckons that games need to be rewritten more or less 'from the ground up' for the cartridge users, while Gremlin Graphics thinks that it's a fairly easy matter to convert games from one machine to the other. What the rest are going to do remains to be seen...

GALLUP CHARTS

FULL-PRICE GAMES

(Software priced over £4.99)

1	Shadow Warriors	Ocean
2	Turrican	Rainbow Arts
3	Batman – The Movie	Ocean
4	Robocop	Ocean
5	Chase HQ	Ocean
6	World Cup Soccer '90	Virgin
7	Manchester United	Chrysalis
8	Football Man World Cup	Addictive
9	Italy 1990 Winners	US Gold
10	Heroes	Domark
11	Gazza's Super Soccer	Empire
12	Heroes of the Lance	US Gold
13	Back to the Future II	Mirrorsoft
14	Bomber	Activision
15	World Cup '90 Comp	Empire
16	Cricket Master	Challenge
17	Lords of Chaos	Blade
18	International 3D Tennis	Palace
19	Turbo Out Run	US Gold
20	Dragons of Flame	US Gold

BUDGET GAMES

(Software priced under £4.99)

1	Quattro Adventure	Codemasters
2	A Question of Sport	Encore
3	Big Trouble In Little China	Alternative
4	Paperboy	Encore
5	Rastan	Hit Squad
6	Pro Boxing	Codemasters
7	D Thomp's Olymp Chall	Hit Squad
8	Temple of Doom	Kixx
9	Hong Kong Phooey	Hitech
10	Match Day 2	Hit Squad

This chart is compiled by Gallup Ltd.

For all the latest preview news this issue, check out our special 3-page *Computer Entertainment Show* report starting on page 36!

CHEAT MODE BOOK

READ THE SMALL PRINT!

You've seen the covermount (*AA*56), you've read the blurb – now buy the book! *Cheat Mode II – The Revenge* is here...

All you old timers out there *must* remember *Cheat Mode 1*, the collected hinting, tipping and poking wisdom of *Amstrad Action*'s first sixteen issues. This magnificent 92-page epic was snapped up in its thousands by eager *AA* readers looking for a way to take the sting out of their fave games...

Well you ain't seen nuthin' yet. *Cheat Mode II* takes the best cheats from the last three years of *Cheat Mode* and crams it into 130 pages of absolutely essential info.

And as if that wasn't enough, we've gathered together *150* previously unpublished listings from such poking giants as Phil Howard, Mike Wong and Graham Smith.

Mind you, typing in all those listings is OK for practiced BASIC-bashers, but can be fraught for the rest of us... which is why *Cheat Mode II* is also available with cassettes containing all those pokes!

Cheat Mode II costs £9.99 on its own, and £11.99 with the two cassettes. Postage and packing in both cases is £1.45. All you have to do is fill in the order form below and send it off to the address printed – and you'll become the proud owner of the most important new work since... since... well, since *Amstrad Action* itself, dammit!

Important: Do you have any of the following games...?



1942 • 1943 • 2088 • 3D Starfighter • 3D Starstrike • 720 Degrees • Academy • Activator • Advanced Pinball Simulator • Afterburner • Airwolf • Airwolf II • Alien Highway • Aliens • Amaurote • Anarchy • Android II • Angleball • Arctic Fox • Arkanoid • Armageddon Man • Army Moves • Asphalt • Asterix • ATF • Auf Wiedersehen Monty • Avenger • Back to Reality • Bad Dudes vs Dragon Ninja • Ball Breaker • Ballcrazy • Barbarian • Barbarian II • Bards Tale • Basil the Great Mouse Detective • Batman • Battlefield Germany • Batty • Bedlam • Beyond the Ice Palace • Bigfoot • Biggles • Bionic Commando • Biospheres • Blood Valley • BMX Simulator • BMX Simulator II • Bobsleigh • Bombscare • Boscorian • Boulderdash • Boy Racer • Brainache • Bravestarr • Breakthru • Bubble Bobble • Cauldron II • Caves of Doom • Challenge of the Gobots • Championship Sprint • Cholo • Chronos • Chuckie Egg • Classic Muncher • Climb-it • Cobra • Cobra Force • Combat Lynx • Continental Circus • Contraption • Cop-Out • Crazy Cars • Crazy Cars II • Critical Mass • Curse of Sherwood • Cybernoid • Cybernoid II • Dan Dare • Dark Side • Death Wish III • Deep Strike • Desolator • Dizzy • Dominator • Doomdark's Revenge • Doomsday Blues • Doors of Doom • Dr Destructo • Dragon Ninja • Dragon's Lair • Dragon's Lair II • Driller • Druid • Druid III • Duet • Dun Darach • Dynamic Duo • Eagle's Nest • Eilodon • Elite • Empire! • Enduro Racer • Enlightenment • Equinox • Exolon • Fairlight • Fast Food • Fernandez Must Die • Fued • Firelord • Firetrap • Fly Spy • Flying Shark • Football Manager • Forgotten Worlds • Four Smash Hits • Freddy Hardest • Frost Byte • Galactic Plague • Galletron • Game Over • Game Over II • Gauntlet • Gauntlet II • Gemini Wing • Get Dexter II • Ghost Hunters • Ghosts 'n' Goblins • GI Hero • Glider Rider • Go Loader • Golden Talisman • Gothik • Grand Prix Rally II • Grand Prix Simulator • Green Beret • Gryzor • Gunship • Gunstar • Hacker II • Harrier Attack! • Head over Heels • Heartland • Heavy on the Magick • Herbert's Dummy Run • Heroes of the Lance • Highway Encounter • Hive • How to be a Complete... • Hunchback • Hunchback II • Hunt • Hydrofool • Icon Jon • Ikari Warriors • Impact • Impossaball • Incredible Shrinking Sphere • Indiana Jones and the Temple of Doom • Infiltrator • Inheritance • Inside Outing • Into the Eagle's Nest • Jack the Nipper • Jack the Nipper II • Jackle and Wide • Joe Blade • Joe Blade II • Karnov • Kat Trap • Killapede • Killer Gorilla • Knight Tyme • Krakout • Last Ninja II • Leaderboard • Licence to Kill • Lightforce • Little Computer People • Live and Let Die • Living Daylights • Mad Max • Manic Miner • Mask • Masters of the Universe • Match Point • Mazie • Metal Army • Metaplex • Miami Vice • Mickey Mouse • Mikie • Mission Genocide • Mission Jupiter • Monty on the Run • Moon Cresta • Moonbuggy • Motor Massacre • Moto • Moving Target • Mr Freeze • Mutant Monty • Navy Moves • Nebulus • Nemesis • Netherworld • Night Raider • Nightshade • Ninja Scooter • Ninja • Nodes of Yesod • Nomad • Northstar • Nosferatu • Oh Mummy • On the Run • Operation Gunship • Operation Wolf • Outrun • Palitrorn • Paperboy • Parabola • Pipeline • Platoon • Predator • Prohibition • Pyramydya • Questor • R-Type • Radius • Radzone • Rambo • Ramparts • Ranarama • Rasputin • Rasterscan • Rebelstar • Red Heat • Red LED • Red October • Reflex Power • Renegade • Renegade III • Rick Dangerous • Road Blasters • Road Runner • Robocop • Rocky Horror Show • Roland in the Caves • Roland in Time • Rygar • Saboteur II • Sacred Armour of Antiriad • SAS Combat Simulator • Savage • Scooby Doo • Scuba Kidz • SDI • Sentinel • Shanghai Karate • Shark Tape • Shockway Rider • Short Circuit • Silkworm • Skweek • Solomon's Key • Soul of a Robot • Space Harrier • Space Hawks • Speed King • Spellbound • Spiky Harold • Spindizzy • Spindrome • Split Personalities • Spooked • Spy Hunter • Spy vs Spy • Star Wars • Starfox • Starglider • Stormbringer • Stormlord • Strangeloop Plus • Streethawk • Strider • Strike Force Cobra • Super Hang-On • Super Hero • Super Robin Hood • Super Stuntman • Supertest Day 1 • Sweevo's World • Sword Slayer • Swords and Sorcery • Tanium • Tankbusters • Target Renegade • Tempest • Tenth Frame • Terra Cognita • Thanatos • The Duct • The Fear • The Fourth Protocol • The Real Ghostbusters • The Train • The Trap Door • They Stole a Million • Thing Bounces Back • Thrust • Thrust II • Thunderbirds • Thunderblade • Thundercats • Total Eclipse • Tour de Force • Trail Blazer • Trantor • Trap • Treasure Island Dizzy • Triaxos • Turbo Esprit • Typhoon • Uridium • Vampire • Venom • Victory Road • Vindicator • Vixen • Voodoo Rage • WEC le Mans • Who Dares Wins • Who Dares Wins II • Wizard's Lair • Wizball • Xcel • Xor • Xybots • Yabbadabbadoo • Yogi Bear • Zarkon • Zoids • Zub • Zynaps

Yup, you've guessed. Every single one of these games gets the Cheat Mode *treatment in* Cheat Mode II: The Revenge. *Unbelievable, isn't it!*

Can you afford to be without it?

ORDER FORM

Yes please! Send the following right away:
(Tick the appropriate box)

☐ Copy/copies of the indescribably spiffing *Cheat Mode II* at £9.99 each
(Remember to add £1.45 for p & p)

☐ Copy/copies of the even more fabulous *Cheat Mode II* plus tapes at £11.99 each
(You haven't forgotten the £1.45 p & p, have you?)

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HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'loadsagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

I am offering (free) help on all five levels of *They Stole a Million*. If you have not been able to steal that million or if you require assistance on any other aspect of this game, I will tell you how it is done.
P Barone, Martintop Farmhouse, Latimer, Bucks. HP5 1XB

Help! How do you complete *Cybernoid*? I have 2 million points (using cheats) but the same old thing always happens. I also have lots of old *AAs* inc. issue 2 and lots of old games for sale. Please help me.
Rajinder Sehgal, 70 Park Road, Letchworth, Herts SG6 1PY

Wanted: *Blue War* submarine simulation by US Gold for CPC6128, disk only. Reward given to first sender of name and address.
Mr M Marsh, 25 Shakespeare Street, Kilton, Worksop, Notts S81 0QG

Will anyone swap a second-hand mouse for *Dr Doom's Revenge, The Tolkein Trilogy* and *Scapeghost* (all on disk). I am desperate.
B Wickham, 90 Kingsdown Avenue, S Croydon, Surrey CR2 6QH

Multiface 2 wanted. *Sensible* price paid or swapped for *Pandora, GAC* and a game (464 tape).
Philip Haddigan, 49 Main St, Fairlie, Ayrshire KA29 0AB

Teacher who has been asked to help extremely capable boy needs books describing the internal hardware of the CPC 464, e.g. the Firmware Guide or other books dealing with the main chips.
Carrick, 54 Stratford Road, Bromsgrove B60 1AU

I am a 464 user with 2 disk drives looking for penpals from anywhere. I have loads of games and user demos, also lots of utilities and adventures. Everyone will get a reply.
Malcolm McAuslan, 8 Everard Place, Hoppers Crossing, Victoria 3030, Australia

I have over 1,000 Multiface pokes for more than 700 games. Please enclose list (no longer than 25 games), and SAE. I can help on LOGO, BBC and Amstrad BASIC. I also own lots of catalogues and can give names of companies that stock soft-hardware.
A W Banks, Tickey Wood, Crapstone, Yelverton, Devon PL20 7PW

Please could someone give me the pokes for Operation Wolf and Operation Thunderbolt?
Daniel Comber, Stablehurst, Horstead Lane, Sharpthorne, West Sussex

Wanted: Multiface 2+. Swap for *Brian Clough's Fortunes, Laser Squad, Bards Tale, Galaxy Force* and *Football Manager II*. Also wanted: *AAs* 1-29 (swap for games or possible buy). Penpals also to swap and lend games (464).
David Hayes, 7 Glen Geran Crescent, Neilston, Glasgow G78 3QN. Tel 041 881 7268

Oi! Anyone willing to swap *Bards Tale 1* or *2* or *Laser Squad* for *Turbo Esprit, Bomb Jack, Commando, Frank Bruno's World Championship Boxing, Shanghai Karate, Endzone, Super Robin Hood, Guardian 2, Arkanoid* or *Space Harrier*. Cheats wanted for *X-Out* and *Super Wonder Boy* and *Nemesis*. Got loads of cheats! Pokes! And maps!
David Barta, 19 Padwick Avenue, East Cosham, Portsmouth, Hants PO6 2JL

Does anybody know where I can get the now-discontinued *DRGRAPH 2* for use with *Supercalc 2*? Please write if you can help.
Juliette, 84 Clyde Road, Didsbury, Manchester M20 8WN

Help given on all types of BASIC, using CPM, some machine code beating the computer at Chess, Viewdata, Logo and many other things to do with CPCs. Help is also available on Spectrum and BBC but I am mainly concerned with CPC. I would like help on machine code, ROM routines, projects, RSXs and programming CPM. Please send SAE.
Craig Holdstock, 7 Carline Road, Lincoln, Lincolnshire LN1 1HL (0522 529726 except Sundays).

OI!

Helpline is for readers wanting help, tips or penpals, or offering any of the above. No money is to change hands, OK? This page is for *free* help only. If you send in an entry asking for money for your services you're wasting your time and a stamp – it'll be straight in the bin. On the other hand, send in a cheque for £5 and you could go in *Small Ads...*

Pen pals wanted 12-14. Preferably male. Must have 464 and be able to swap games and must also have a tape deck.
Richard Westwood, 238a High Street, Chasetown, nr. Walsall, Staffs. WS7 8XH

Will swap Gazza's Super Soccer, LA Swat, Dan Dare, Ghostbusters and ATV Simulator for Operation Wolf. Interested?
Richard Jarman, Forst Dene, Forest Hill, Sandiway, nr Northwich, Cheshire CW8 2AT

Help offered on most war combat and simulation games, and others. Female penpals wanted – over 18 years. All letters answered.
Peter Hall, 138 Craylands, Basildon, Essex SS14 3QY

I am offering free help for Gryzor, Renegade, Robocop, Barbarian, Operation Wolf and Roland In Time. I would also like a penpal.
Chris Tuckley, 20 Farbrook Way, Shortheath, Willenhall, West Midlands WV12 4SG

Has anyone got Double Dragon or Vigilante on tape? To sell or swap.
Nick Lambshead, 59 Kingsdown Crescent, Dawlish, Devon EX7 0HQ

The subject I would like to help people on is pokes and tips on many games.
L C Oakes, 26 Hillcrest, Molescroft, Beverley, HU17 7HS

Penpal wanted age 9-10. Must have a 6128. I am willing to swap maps, tips, pokes and games. Also help needed on *Championship Sprint, Rainbow Islands* and *Continental Circus*. Help given on *Dizzy* 1,2 &3. *AAs* needed: 1-6,8-19,22,24,25,27,28,35 and 36.
Jamie Shailes, 3 Dennys Walk, Narborough, Kings Lynn, Norfolk PE23 1TA

Has anybody got a copy of Rainbird's advanced Music System which they are willing to part with?
Nicholas Allen, 7 Hawkswood Avenue, Firmley, Camberley, Surrey GU16 5LH

Help needed on Level 2 of Platoon and poke needed for Ikari Warriors (tape) and any hints and tips for Platoon.
Christopher Morris, 11a Kensinton Drive, Woodford Green, Essex IG8 8LR

Cheats wanted for Road Blasters, The Vindicator, Crazy Cars I and II. Please on Amstrad 464 tape only.
Mr M J Williams, 78 St Pauls Road, Chichester, West Sussex PO19 3DB

Pokes for BASIC programs. Graphics and Music demos. Disk manipulation. Keen CPC 6128 users only.
J Woodall, 95 Huntsmans Walk, Acomb, York YO2 3JU

Wanted AA Covertapes. PD software on tape or disk. Plus any homegrown software. Send SAE if you want software returned.
John Wall, 20 Atlantic Avenue, Belfast BT15 2HN

Please can anybody send me the address of Citizen. Also, if you are considering purchasing the new Citizen Swift 9 then I would like to hear from you. All of your letters answered.
Henry Williams, 36 Collum End Rise, Leckhampton, Cheltenham, Glos. GL53 0PB

Cheats and pokes to exchange or buy. Pack of six: BATMAN/AIRWOLF/MIG 29/HACKER II/SPITFIRE 40/COMBAT UNIT (SAIGON) all for £10 or £2.99 each. Also, penpals wanted aged between 14-19. Can have any computer (464/664/6128). Wish to swap programs and games.
I Jones, 14 Marcos Drive, Castle Bromwich, Birmingham B36 9ND

Desperately wanted. Rebelstar (464 tape) by Firebird. Will swap any of these games: Nebulus, Ikari Warriors, Ghosts 'n' Goblins, Nemesis, Captain Blood or Tetris. Or I will buy for sensible price (up to £3.00).
David Mitchell, 1 Manor Close, Ivybridge, Devon PL21 9BQ

Has anybody got Shinobi on disk, willing to buy or swap for Mr Heli, Rick Dangerous or Black Tiger. All disks – all originals.
Gregory Tucker, East Stibb, Langtree, Torrington, North Devon EX38 8LN

Penpals wanted. 464 owners (tapes only). I have Multiface 2+, Myth, Powerdrift, Shinobi, Batman, Ghostbusters 2 and lots more. Send lists of your games. Also games for sale: Giant £6.00, Myth £3.50 and lots more. Very cheap. Send SAEs for pricelist.
Adrian McDonagh, 38 Grasmere Way, Lakes Estate, Milton Keynes, Bucks. MK2 3DZ

Will anyone swap a Multiface 2 for Hackit and £60 worth of games?
Paul Hornsey, 11 Telford View, Linlithgow Bridge, West Lothian, Scotland EH49 7RS

Wanted ! Little computer people 464 tape, will swap for games if I can or buy depending on how old it is.
Steven Kenny, 648 Ormskirk Road, Pemberton, Wigan, Lancs.

Desperately wanted. Fruity Frank (464 Tape Only). I am willing to swap in exchange for FA Cup Football, Nightmare, Count Duckula or Hacker II. Or I will buy it at a reasonable price. Send SAE for further information.
John Carrahar, 18 Stirling Avenue, Primrose, Jarrow, Tyne and Wear NE32 4JT

Will anybody sell me *Tasprint 464, Tascopy 464, Tasword 464* and *Easiart* for a reasonable price or exchange for games. Many top titles (all originals) inc *Cabal, Robocop, Fiendish Freddy* etc. Will sell games separately. Send SAE for list.
Andrew Ramsbottom, 12 Carrs Lane, Cudworth, Barnsley, South Yorkshire S72 8EJ

Computer Enter

Last year, like so many years before, there was the PCW show. It was the computer event of the year. It was where industry and public met. Unfortunately, there was a big row between the shows' organisers, and it ceased to exist.

A new show stepped in to take its place. Well, two new shows. You see, the problem with the PCW show was that along with the well rad lesuire exhibitors, there was the boring, stuffy business hall full of PC stuff which was of no interest to anybody (except boring, stuffy business types with PCs).

So now there is one show for business people, and one for games people called the Computer Entertainment Show...

Accolade

Accolade had a fair few up-and-coming titles. ***Grand Prix Circuit***, for example, puts you in the seat of a formula one racing car. You race around the circuit putting the pedal to the metal as you attempt to out-perform all the other vehicles.

Gunboat has you controlling a US Patrol Boat. There are lots of missions, all with one thing in common – lots of enemies to machine-gun into oblivion.

Star Control promises to be something really special. Set in deep space, it's a strategy game where you have to either conquer the galaxy yourself, or stop your opponent doing it. There are nine different scenarios, so it should keep you going for a time.

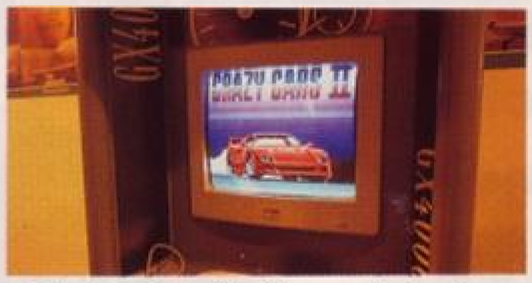
Talking of strategy, Accolade has licensed ***Stratego*** from the MB boardgame. It's a capture-the-flag game, which combines elements of chess and real warfare. The computer can take the place of your opponent, so there's always someone to play against.

Amstrad

Amstrad had a large walk-on stand. And guess what took pride of place there? Yes, it was the official public unveiling of the GX4000 and Plus range of computers.

The games ***Burnin' Rubber*** and ***Fire and Forget II*** were on display, along with ten other forthcoming games products. It did look like a few were cobbled together hurriedly to be ready in time for the show, as many of them looked virtually identical to the CPC versions. We shall see.

The full story about the new console products can be found in *AA's* new section *On the Grapevine...* on page 30. Turn there immediately! (Well, after you've finished reading this!)



● The Amstrad stand had the new, in-store demonstrator on display.

Audiogenic

Audiogenic is getting plenty of Amstrad software ready for the months running up to Xmas. ***Loopz***, ***Helter Skelter***, ***Exterminator*** and ***Emlyn Hughes Arcade Quiz*** have all been mentioned before in ***Amscene***. It can be confirmed that ***Exterminator*** is an extremely odd-looking licence, but extremely good fun while it's at it!

New on the list is ***Super League Manager***. It's one of those football management games, but has a really pretty front end – it's looking good. One feature of the game is that it can be linked to ***Emlyn Hughes International Soccer***, so you can influence the results with your playing skills.

Activision

Activision was showing previews of a couple of games. ***Time Machine*** is an interesting concept. Professor Potts, the brain-box hero, comes under terrorist attack while working on his time machine. (Gosh, I wonder where that plot came from.) He's thrown way back into pre-history, and has to manipulate the various time zones to get back to the present day.

Sadly, Activision, which has brought us some great games in the past, will no longer be publishing Amstrad software after its current release schedule runs out. It's going to concentrate its efforts on PC and console games. Console games? Hmm, well, you never know***Dragon Breed*** and ***Atomic Robokid*** are conversions from arcade machines. They're still very much in the development stages at the moment, but if they're anything like the arcade versions they'll be well worth waiting for.



● *Atomic Robokid*: coming soon from Activision.

Electronic Zoo

Electronic Zoo has licenced the famous table football game ***Subutteo*** for its first forage into the Amstrad market. It claims that the game is much more playable than many other football simulators because it's based on a true one or two-player game.

Magic Garden will be along soon afterwards. You play the part of a gnome whose duty it is to keep the garden alive and well. A flower-growing simulator may sound a bit soft, but the gameplay looks like being a cross between ***Little Computer People*** and ***Sim City***.

Domark

Domark's stand was packed with noisy arcade machines, and even noisier kids. There was

rtainment Show

the coming months.

Wandering around the show amongst the punters were an extremely bizarre crew. There were the hideously disfigured Nightbreed, looking ugly, but generally behaving themeselves. Then there were the Mutant Ninja Hero Teenage Turtles, attacking everybody in sight. And to keep them all under control, Robocop lurched menacingly along the aisles.

The reason for this odd assortment was promotion, of course. Software houses will bringing all these characters to our computers very shortly, and they wanted to make sure we all knew about it. But let's see what else we found out would be coming the Amstrad way...

DISNEY SOFTWARE

Disney Software is a new (ish) company founded to licence all those famous Disney characters and films. The biggie is, of course, *Dick Tracy*. That comes out at the end of October. A whole budle of educational software featuring your favourite cartoon characters is also promised.



good reason too. There's a lot coming our way.

The latest of the Bond games is one. ***The Spy Who Loved Me*** features many sequences from the film. It involves lots of vertically-scrolling shoot-em-up type sections, and lots of dodging cars as well. ***Wings of Fury*** puts you in the pilot's seat of a World War II plane. It's up to you to provide defence for your stricken aircraft carrier. Based in the Pacific ocean, it's a case of blasting the Japs to bits before they do the same to you.

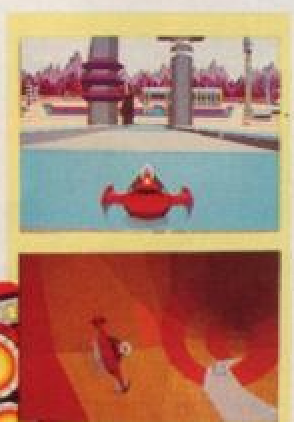
Badlands is the sequel to ***Super Sprint***. The aim is the same: to complete a set number of laps before everybody else. The similarities end there, though. This time, you can cheat! Missiles are available to blast the other vehicles from the road, so if you're lagging behind your chum and can't catch him up, then blow him up!

Stun Runner is an absolutely stunning (!) arcade game. It's Domark's *big* Christmas release, and offers excellent, fast 3D action. You're at the controls of an advanced ***Stun Runner*** which you drive through tunnels, riding the outer walls bobsleigh-fashion to gain speed. And should anything get in the way – well, that's what your lasers are for.

In addition to this, there are loads of Tengen arcade releases making their way onto the CPC/Plus machines over the coming year.

Domark's first console game will be with us shortly, too. It's that brain-teasing puzzler ***Klax***. The gameplay is identical to the CPC version, but the extra tricks have been used to spice up the graphics.





● *Stun Runner* is an arcade conversion from Domark.

Incentive

Incentive has won itself a Mastergame or two in the past with its innovative ***Freescape*** system. Now the company has taken it a stage further to produce the ***3D Construction Kit***. The kit will allow you to reproduce your own 3D enviroment, design your own 3D games and bring your CPC one step closer to modelling virtual reality – virtually.

We can't wait to see it. But we'll have to. It's not scheduled for release until April next year.

CDS

CDS has been pretty quiet for a time now. It did have ***European Superleague*** on its stand, though. Mind you, it did last year too. The game's promised for an October release. Watch this space...

A compilation of its ***Colossus Chess*** and ***Bridge*** games were also promised. We'll let you know.

Empire

Empire was showing off ***The Amazing Spiderman***. Here you take on the role of Spidey in a quest to rescue Mary Jane – the good woman has been taken captive by the mysterious Mysterio. It's a platform and ladders game with a difference. You can walk upside-down along the ceiling and horizontally on walls. You can even walk on the floor.

A new Gazza game is on the way, too. Presumably to take advantage of the famous footballer reaching new-found heights of popularity.



Gremlin

Gremlin had a running demo of its forthcoming biggie, ***Lotus Esprit Turbo Challenge***. The game is of the standard road race variety, but

the big difference is that two players can take part at the same time!
The screen is horizontally split in two. Player one takes the top half of the screen, while player two controls the bottom half – you can actually see the other player as he zips past you! On top of this, it's a fast game, with a lovely dipping and rising effect as you race up and down hills.

Ultimate Golf – Shark Attack is licenced from top Aussie golfer Greg Norman. The game has convincing 3D landscapes and Gremlin says that it's a truly realistic simulation, including real game factors.



● Gremlin tempted the punters with a special, live Lotus Challenge...

Shadow of the Beast should be available any day now. It's a very, very pretty game and the action is fast and furious as you attempt to fight your way through to the beast. Keep an eye out for it.

Also on the way from Gremlin are ***10 Pack*** – a ten-game compilation, ***Supercars***, and ***Celica GT4 Rally***. More on those when we hear about them.

Console wise, Gremlin has ***Switchblade***. It's an exploration game, a bit like ***Rick Dangerous***. Your adventure begins above ground, but you need to make your way deep into the bowels of the earth in your quest to rebuild the Fireblade. The small, cute, and well-defined graphics initially look a tad simple, but they fit together very well.



● Gremlin's *Switchblade* makes innovative use of the new console's sprite hardware, using many sprites as objects to increase the number of on-screen colours!

The Software Business

The Software Business has up till now been acting as distributor for a number of software publishers.
It has announced, however, that it is launching a label of its very own...



Ocean

Ocean had tons of stuff under development on the console. ***Robocop II***, ***Navy S.E.A.L.S.***, ***Special Criminal Investigation***, ***Toki***, ***Plotting*** and ***Pang*** are all being written for the console. A whole load of existing CPC games were being converted, too – titles like ***Batman***, ***Operation Thunderbolt*** and ***Shadow Warriors*** are on their way to this format.

There are one or two tape and disk games coming up too, so you don't need to feel left out if you can't use cartridges. ***Total Recall***, ***Nightbreed***, ***Narc*** and ***Puzznic*** are all in the offing.

Titus

Titus is keeping secretive at the moment, but we did manage to get a sneak preview of ***Crazy Cars II*** at the show. You drive round four of the American States, watching out for cops, eventually hoping to smash their illegal racketeering. And *Fire & Forget II* should be in the shops soon...



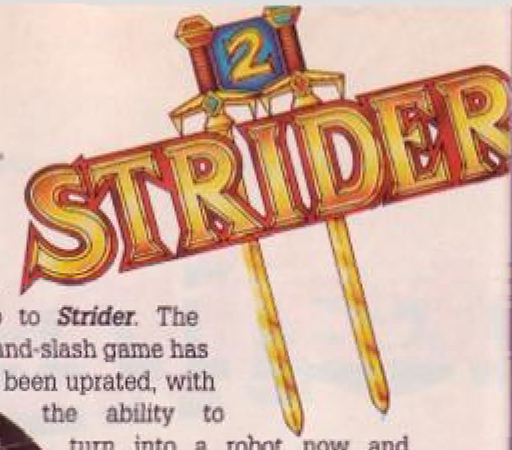
Kixx

Kixx, US Gold's budget arm, annouced that it will be re-packaging all its products. Instead of the old pastel pinky colours, the game packs will look much bolder and brighter.

Masses of big names are being budgetized for the run up to Christmas, so if you missed out on them a year or so back, now's your chance...

US Gold

US Gold has been kept busy. There's plenty on all formats coming soon.



Strider II is the follow up to ***Strider***. The hack-and-slash game has been uprated, with the ability to turn into a robot now and shoot things. ***Strider II*** will be available on cassette, disk and cartridge.

Also on tape/disk will be ***Line Of Fire***, ***U.N. Squadron***, ***E-Swat***, ***Night Shift***, and a five-game complilation called ***Platinum***.

Mirrorsoft

Mirrorsoft is gearing up with those Mutated Genus Tortillias. The ***Teenage Mutant Hero Turtles*** (not to be confused with Ninjas) are the company's major release for Crimbo. Already taking the toys world by storm, will these hardened heroes do the same on the home micro. Also coming is ***Back to the Future III***, which will be released to coincide with the film.



GTI

GTI is a new company that specialises in startegy/management type games. They are all marketed at the budget price of £2.99. Titles include ***Classic Punter***, ***Classic Trainer***, ***Soccer Director*** and ***The Manager***.

Microprose

Microprose had none other (and nothing other) than ***Rick Dangerous II***. Read the full review on page 46!



● *Rick Dangerous II*: see the review this ish!

Printing made perfect

Amstrad's home micros are versatile machines. Apart from games-playing, novel-writing and small business-running, they're also pretty handy at small-scale desktop publishing. ADAM WARING looks at two packages designed to further improve the look of your printed output...

PS HEADINGS PLUS

£11.95 disk ● ORB Systems ● 125 Algernon Road, London SE13 7AP. Tel: 081 690534

Protext is a fine wordprocessor, excellent for general letter and copy writing. One feature it lacks, however, is the ability to produce headlines for letter headings, newsletters or chapter headings for the definitive novel on River-Widening you're about to write...

PS Headings is an extension to *Protext* that allows you to do just that. It adds the ability to produce big bold headings into normal *Protext* documents. In addition, it provides a variety of other features that allow you to spice up your written work.

The headings come in the guise of a couple of extra fonts. These headings can be double or quadruple the size of normal characters. They are well defined, giving smooth, well-formed characters rather than simply magnifying the existing character set and producing blocky letters.

The characters are proportionally spaced, so for instance the letter 'i' takes up less width on paper than the letter 'm'. The titles can be automatically centred, with accurate micro-spacing putting them spot on in the middle of the page, with not even a pixel out of place. You can also adjust the gap size between the individual characters to produce wide headlines – should you wish.

Other tricks include bold and shadow effects, and underlining with the lines as thick as you like. Additional characters such as 'bullets' (the round blob *AA* uses in captions) and blocks allow you to empasize points in your text.

The program works by making extensive use of *Protext's* stored commands. The headline is created using a seperate program. It's reasonably easy to use, and is completely menu-driven. Once you've created your headline you save it to your document disk. Then it's a case of booting up *Protext*, loading in your document, and merging the headline in. It's a slightly long-winded process, but then again, there was no way to do it at all before.

The package includes a comprehensive manual. Unfortunately it comes on disk. This means you end up with a tacky wodge of dot matrix sheets to read. Surely it wouldn't of taken too much to have provided a properly printed manual? Saying that though, the manual is comprehensive and well written.

PS Headings Plus does the job it sets out to do, and does it very well. The results are profesional looking, and spice up your work without too much effort.

ps—HEADINGS Plus

● Now you too can produce headings like this in *Protext.*

GOOD NEWS

- Profesional-quality results
- Makes *Protext* much more versatile

BAD NEWS

- Manual provided on disk only – no hard copy
- Slightly fiddly

GRAPHICS GALORE

£12 disk ● Goldmark Systems ● 51 Comet Road, Hatfield, Hertfordshire AL10 0SY. Tel: 0707 271529

Desktop publishing is a neat way of printing your own posters, newsletters and fanzines. DTP packages such as *Stop Press* allow you to combine text with graphics, making your prose more interesting to look at. But where do you get the pictures from in the first place?

The problem is getting the illustration onto the CPC. Real pictures need to be either digitised or scanned – requiring expensive hardware. Alternatively you could draw your own – knock up a quick mono illustration in *Art Studio*, and import it into your DTP program. However, not everybody has an artistic bent. Besides, it could take ages to draw each individual picture.

Wouldn't it be nice to have a whole collection of ready-made pictures that could be imported easily into your work? Something that someone else has taken the time and trouble to draw, and could simply be merged in at your lesuire?

Goldmark has taken public domain clip art collections from computers such as the PC, Atari ST and Mac, and converted them to the CPC. Hey presto – an instant library of potentially thousands of bits of artwork.

The pictures themselves are fine. The clip art collections cover virtually every subject under the sun. You'll find flags, pianos, rabbits – just about anything you can possibly think of.

They are grouped together in sets of 56, roughly divided into alphabetical order. This means that each collection tends to offer many similar pictures. After all, how many pictures of light bulbs are you going to want?

The clip art collections costs £12 apiece. There are 37 in total, so it would cost you well over £400 to get the lot. Obviously you're not going buy the whole lot, and neither will you want to pick them by trial and error. Luckily, there's also a catalogue available from Goldmark. It costs £1.25 and includes printouts of all the clip art available.

The *Graphics Galore* collections are overpriced. All the pictures are commonly available in the public domain on other computers, and it is hard to see how the £12 per set of pictures can be justified.

If Goldmark was to offer more pictures for less (it says that it can fit 12 libraries on each disk) then it may be more worthwhile. But at present, with only 56 bits of artwork for each £12, it's just too expensive.



● About a third of a page of clip-art from the Goldmark catalogue – and 4 blinkin' quid's-worth!

GOOD NEWS

- Easy art to incorporate into your pages
- Plenty of pictures covering all sorts of subjects

BAD NEWS

- Many similar pictures in each collection
- Vastly inflated price for what's basically PD stuff

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Action Test

It's madness – everyone's fighting to play Rick Dangerous II!

RICK DANGEROUS II

The follow-up to Microprose's cult masterpiece. It's good. Damned good. page 46



RDII – LEVEL ONE GUIDE

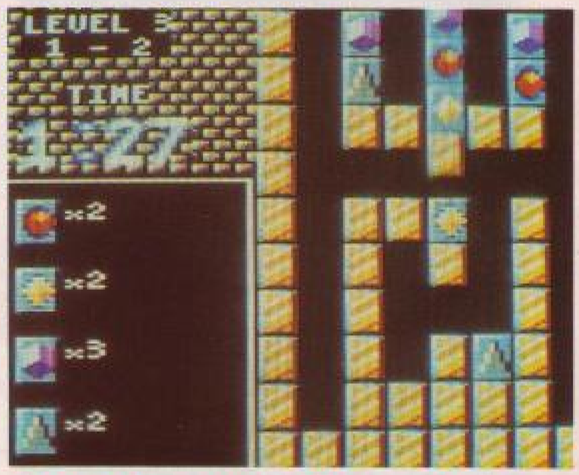
We print the whole of the first level, just so's you know what you're in for (and to prove we could do it). page 48



Also reviewed



● Will Domark's *TNT* compilation blow your mind, or does it just bomb out? Find out on page 44...



● Ocean's *Puzznic* could be the best puzzler since *Tetris*... or is it just a game for squares? page 56



● Go back and put the world right even before it's gone wrong in Activision's temporal teaser on page 58...



● Be cute, trot around happily and die horribly in *Twin World* on page 62...



TNT

Domark ● £14.99 tape £24.99 disk joystick/keys

Dragons, the police, robots and inner-tubes. What's the connection? They're all here. Whatever form your lust for action takes, you should find it catered for with this compilation of Domark/Tengen arcade games. Five full-price releases have been brought together to satisfy your crazed desires for speed, violence, maiming and floating around in an old tyre.

The *TNT* collection can be seen as five totally separate arcade games without even a common theme, costing a fiver each. The games are on two disks, with *Dragon Spirit* occupying one of those disks. All are good games, certainly worth three clams each on tape. *Dragon Spirit* and *Hard Drivin'* are the best, and very playable they are too (if you persevere).

If you like arcade games then buy this compilation. But if you like arcade games, you will probably have one or more of these anyway. What you must then ask yourself is whether the ones you don't have are worth all that money.

The games are getting old now, and possibly better and more recent versions are available. But if you want good arcade action at a lower than average price, this is the one.

James 'Spare Tyre' Leach

HARD DRIVIN'

A name once on everyone's lips. This track racing game has in-car 3D views, and pits (hem hem) you against other vehicles on a fiendishly twisty circuit. You must travel around as fast as possible, negotiating bridges, jumps and even a loop. The car can have either automatic or manual gears, and the circuit has a junction, forcing you to decide upon either the speed or stunt sections of the track.

If you manage to go fast enough, you get to race against the Phantom Photon. This is the slightly ludicrous name of your computer-controlled opponent. It's a one-on-one race, and you'll need every ounce of driving skill, plus a large degree of luck.



● Leaping the bridge is not an easy stunt to perform. Here, we seem to have missed completely.



● This is the big one. The loop must be taken at tremendous speed. Watch out for other traffic!

Graphics are largely mono, but nevertheless look good because they are satisfyingly fast. However, the car is wickedly difficult to control, and can get quite frustrating. A great function is the Instant Replay. Every time you crash, the accident is replayed from a view outside the car. You can see exactly how the accident happened, and how your car managed to end up hundreds of yards away and on it's roof. Your driving often looks straight out of a a Steve McQueen movie anyway. The sonics are OK, if not ear-boggling. The car buzzes in a most unsportscar-like way, but it adds a good feeling of speed and urgency to the racing. Overall, therefore, the game is very nicely done and certainly playable.

DRAGON SPIRIT

Fantasy arcade action abounds with *Dragon Spirit*. This shoot-em-up manages to steer clear of spaceships or cars. Instead, you pilot a large dragon flying sedately over a vertically-scrolling landscape. Your mission? To rescue (yes, rescue) a Princess captured by a rather selfish devil. Brontosauri, pterodactyls and many strange and mythical creatures try to stop you from reaching the end of the eighth level. You can move in all four directions, and can shoot firebolts as well as bombs. These are small toxic lumps that drop from the underside of the dragon. Sounds a bit dodgy, really.

The dragon has to contend with a great variety of foes. Some swoop in from the top of the screen whilst others advance slowly, firing all the time. Phoenixes appear at the end of the level. These are obviously pretty resistant to fire, so blast away for as long as you can.

This game is a serious joystick-waggling, trigger-flapping bonanza of destruction. There are certainly waves and waves of nasties to splat. The game is fast and smooth; the dragon flaps along in a most endearing fashion so you feel obliged to keep the poor chap alive for as long as you can, trying for the next level.

There are many other little touches, such as enchantment capsules, which enhance your firepower. But the best way to survive is to hone your reactions until you can twist, turn, avoid and shoot back like a good 'un. Pure, old-fashioned arcade action.

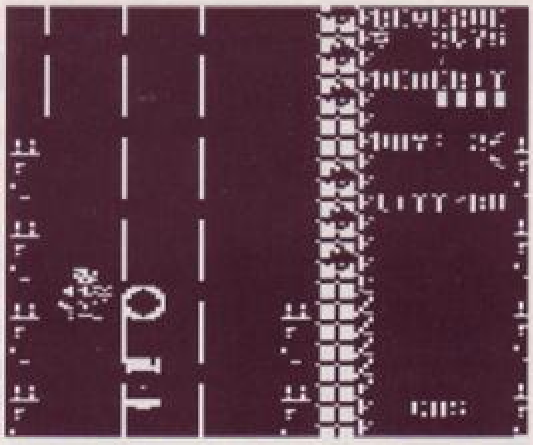
Graphics are strong. Everything is smooth, colourful and fast. The on-screen playing area is a tad small, but you get used to it and the sprites are a decent size. Sound isn't too special; the tune is a strange choice for a fantasy game, but never mind. Spot effects are perfectly acceptable.



● Three dinosaurs provide perfect targets for the dragon. Open fire!

APB

Apprehending known crims out joyriding is a serious business. In *APB* this is exactly what you must do. You drive a squad car, seen from an overhead view. The idea is to rid the streets of the dregs of society. This is done by hitting them with your police siren (represented by a target in front of your car). They should stop and allow themselves to be led meekly to the slammer. Hardened villains need to be rammed to a halt before surrendering. This is where the fun starts, and the real skill is needed. Once you get the felons back to the chokey you can beat confessions out of them in time-honoured *Dixon of Dock Green* style *(eh? – ed)*.



● Simply aim the siren at the miscreants, and fire!



● The squad car about to intercept some litterbugs.

The roads are also littered with doughnuts, bags of money and ordinary, law-abiding citizens. Eat the grub. Grab the dosh. Avoid the plebs. Graphics are small but neat and cartoon-like. Gameplay is fun, but ultimately quite limited. The sound is OK, but nothing to write to your Auntie Mabel in Runcorn about.



● If they refuse to stop, you've every right to ram them with your Buick until they see sense.



TOOBIN'

You and your mate Jet (computer or human) drift along, avoiding branches, logs, blowpipe-firing natives and so on. You cannot directly kill your companion, but can force him into hazards, while you collect the loot which is also bobbing around.

The game slowly scrolls upwards as the river flows, with each player having considerable control over where he/she wants to paddle. It takes skill, because you can drift around aimlessly at first, until you learn the ropes.

You also collect tin cans to throw at branches and logs. This clears your path, leaving you free to bounce off your opponent or steer through marker poles to gain extra points. A great jazz-like sound-track adds a lot to the light-heartedness of the game. Graphics are Speccy-mono and therefore small, but the game as a whole works nicely, is not too hard, and is certainly fun.

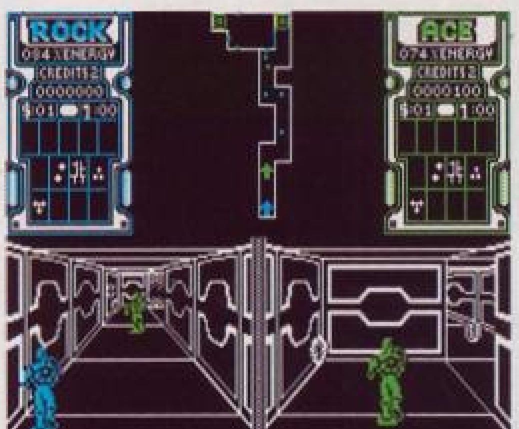


● The race is on – mind the logs.

XYBOTS

Forget all that dragons, maidens and monsters nonsense. It's wreck-a-robot time! Major Rock Hardy and Captain Ace Gunn are just the men skilful enough to carry out this task (despite their rather contrived names).

They must kill the Head-honcho Xybot, having first found him lurking in the maze-like corridors of the underground city. Your character is always in view on your half of the vertically split screen. As you move around, the walls jerk past. The position of the xybots are shown on a scanner, so you can ambush them as they advance through the passageways.



● Ace heads off up the corridor, leaving Rock behind.

Two people can play simultaneously; each watching their own display. This way you can split up and do more damage. What is also a lot of fun is if the two players start to fight amongst themselves. A duel in the corridors, with xybots as an additional hazard, can be more exhilarating than hunting Mr Big-cheese Xybot himself.

Money (to buy better weapons) and extra energy can be found at random points around the maze, which has transporter zones at various points around it. Unfortunately, the maze isn't big or complex enough to make the game really tactically challenging, but the element of surprise does figure – which is important in a game of this type.

Graphics aren't stunning. They do work OK, though – the men waddle a bit, but are drawn nicely and are large. Sound is pretty rudimentary, but there is a nice little "theme tune" which fits the atmosphere well.

SECOND OPINION

"There are five good games on this compilation, but at £25 it's a bit expensive." AW

The Verdict

Hard Drivin'	AA53	80%
Toobin'	AA52	76%
APB	AA50	60%
Dragon Spirit	AA49	81%
Xybots	AA47	76%

AA RATING 79%

☐ Five playable games at a payable price.

RICK DANGEROUS II

Micro Style ● £9.99 tape £14.99 disk joystick/keys

Rick Dangerous, professional hero and part time car park attendant, is off again. He just can't sit still for five minutes without going on some top-secret mission, or



retrieving some long lost artefact, or saving the world from aliens.

That's what he's up to this time. A humungous great UFO has landed right in the middle of Hyde Park, London. Everyone else has run away, screaming. But not Rick. Quick as a flash, he nips into the nearest 'phone box and calls the fire brigade. Then he comes out with his underpants on top of his trousers, ready for anything.

The only way to prevent the world being conquered by these extra terrestrials, Rick reasons, is to capture their spaceship and fly off to the aliens' home planets. So that's exactly what he intends to do. He's going to visit interesting and exotic places, meet bizarre and wonderful life forms, and kill them.

There are five levels in total. Four of them can accessed at will, so if you get stuck on one, you can try another and go back to it later. The fifth can only be reached once you complete the other four in one mammoth session.

They are arranged roughly in order of difficulty (though that's not to say that any of them are easy). So you'd be well advised to start at Level One and work your way through.

Level One starts in Hyde Park, below the huge metallic hulk of the spacecraft. It begins with laser beams spitting as our hero runs for the entrance hatch...

The main part of this level is inside the alien spaceship. There are plenty of traps lying in wait for Rick. They mainly seem to involve robots and lasers. It's tough, but not tough enough to stop our hero.

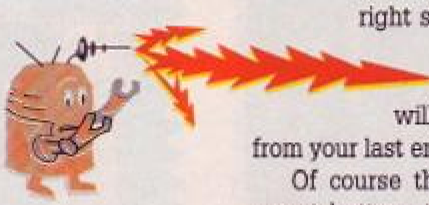
Solving this (or selecting from the menu) brings you to Level Two. Now that Rick has taken control of the ship, he can fly away to the various planets that the nasties hail from. The first port of call is planet Freezia. Here there are slippery platforms and icicles that drop without warning.

Next we visit Vegetablia. This is a jungle planet, and Rick's journey takes him high up among the tree-tops. There are many possible paths through this section, so if you're stumped by one route, try another.

The Atomic Mud Mines are the most perilous stage yet. Rumbling wagons and rolling barrels are new threats that must be avoided. To make things even more difficult, many of the passageways are covered in thick mud that bogs him down. And Level Five? Well, we'll leave that one for you to discover... (*You mean you haven't got that far – ed.*)

The gameplay is very similar to the original *Rick Dangerous*, with the Fire button being used in conjunction with the stick to produce various actions. This time, however, the bombs can be shoved along the floor, exploding a few seconds later at a safe distance – vital at many points.

The screen scrolls when you get close to the edges. Going up and down reveals more of the same area. Leaving a screen to the left or right shifts the entire area across, revealing a new screen. If you then die (you will!) then you'll start afresh from your last entry point to a new area.



Of course there are tons of traps, lots of secret buttons to find, and plenty of perils to prevent Rick succeeding.

Just as *Rick* one captured the Indiana Jones style so perfectly, Rick Two follows the Flash Gordon genre to a tee. It just goes to show what a versatile hero he is! And if *Rick Dangerous* was a pretty game, *Rick Dangerous 2* is beautiful. It's extremely bright and colourful, and the graphics are cuter than fluffy white bunny-rabbits.

Each level has an entirely different set of graphics. The backgrounds, traps and sprites have been redrawn. In fact the only thing that links them together is Rick himself, who looks the same dashing hero throughout the game.

For the most part, sound consists of effects to represent such things as firing, bombs exploding and traps activating. There's a suitably adventurish style tune on the title screen. As the game starts a short piece of music plays before fading and allowing the fx to to cut in. This start-of-game music is different for each level! It's extremely atmospheric too, and all the music sounds finely tuned to fit in with the scenario.



Play it on a Plus machine and you'll even find the stereo is used to great effect. As the laser beams thunder across the screen, the sound is echoed from side to side through the appropriate speaker!

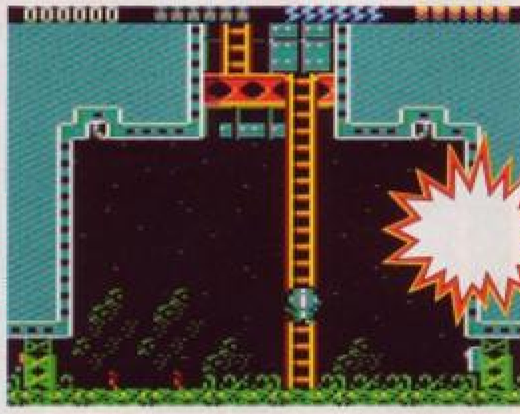
Rick Dangerous II is a very polished product indeed. A tremendous amount of work has gone into the game design, graphics and sound. In essence, it's a simple platform game, but the way it's been presented makes it far, far more than that.

RD2 is a compulsive game. When a trap catches you by surprise it's annoying, but frustration develops into determination and you'll keep on going until you beat the blasted thing. And if you do get stuck, the four levels (five, if you get that far), are different enough to make it almost like having four separate games.

Adam Waring

SECOND OPINION

"The graphics are a bit blocky and the game style itself is distinctly old. But the whole thing is done just brilliantly. No question about it – an instant Mastergame!" RL



● Level One, and your first robotic kill coming up!



● Crouch down as you go right or be electrocuted!



● Kick the button in the wall to stop that laser.



● You'll have to jump over that crawling canister.



● Tricky bit coming up – get ready to jump.



● Slide a bomb towards that thing to your right.



● Jump off the trolley and climb down the ladder.



● Level Two, and lots of nasty norsemen (?)



● Watch out – those three spikes above are sharp!



● Deep in the Mud Mines and unknown territory.



● Watch those icy platforms, they're slippery.



● Level Four, and dodge-the-drum time.



● Level Three and some real monkey business.



FIRST DAY TARGET SCORE

Complete Level One

The Verdict

GRAPHICS **96%**
- ☐ Colourful and cute.
- ☐ Different pics for different levels.

SONICS **94%**
- ☐ Each level has its own excellent tune.
- ☐ Good sound effects.

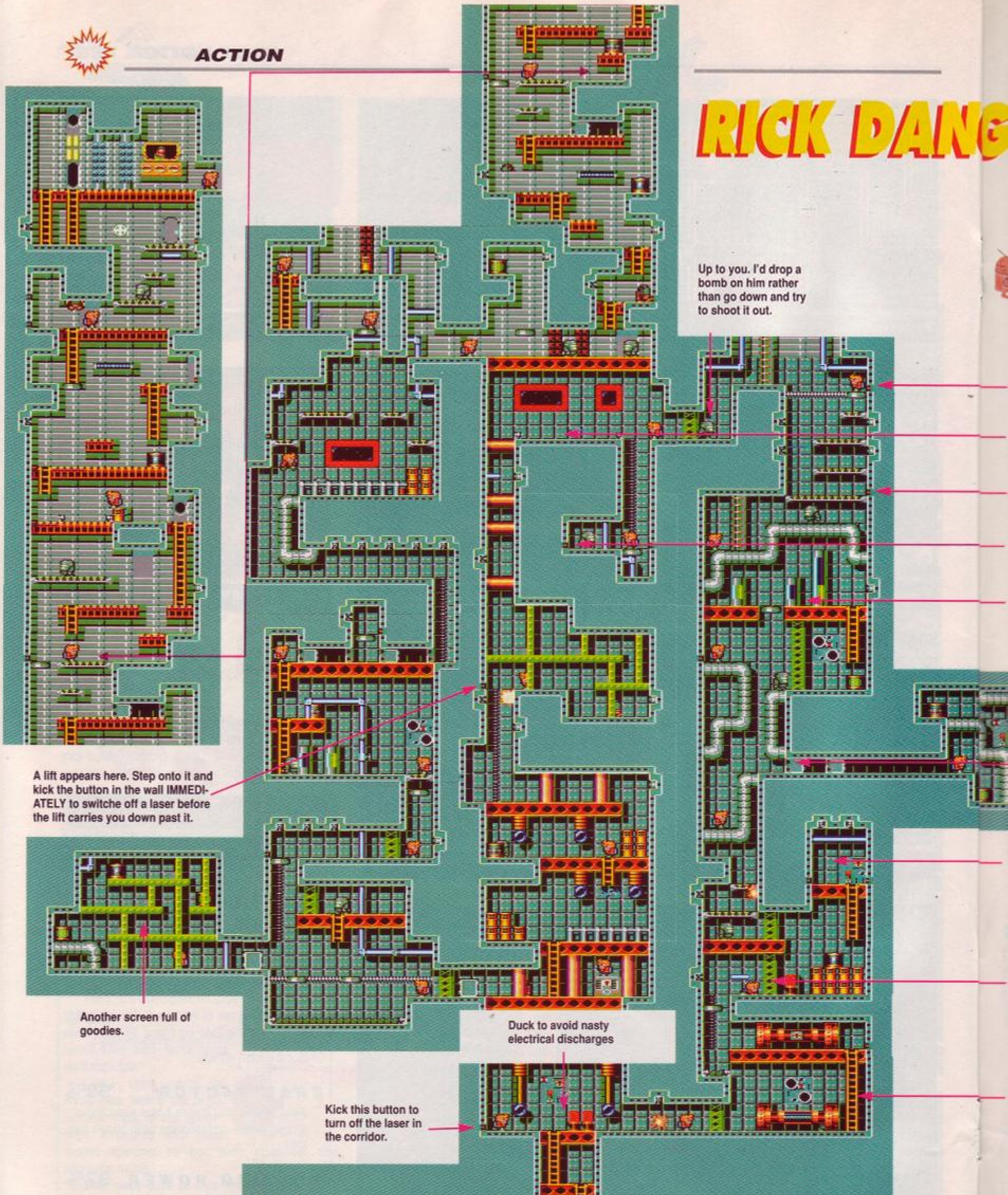
GRAB FACTOR **98%**
- ☐ Fans of *RD1* will feel at home right away.
- ☐ Simple game architecture with tough puzzles.

STAYING POWER ... **97%**
- ☐ Five mega addictive levels.
- ☐ Every time you play you progress.

AA RATING 97%

☐ Warning: This game is dangerous!

RICK DANG


Up to you. I'd drop a bomb on him rather than go down and try to shoot it out.
A lift appears here. Step onto it and kick the button in the wall IMMEDIATELY to switche off a laser before the lift carries you down past it.
Another screen full of goodies.
Duck to avoid nasty electrical discharges
Kick this button to turn off the laser in the corridor.
Just keep walking here, no matter what. Stop even for a moment and the overhead lasers will get you.

NGEROUS II LEVEL ONE: THE MAP

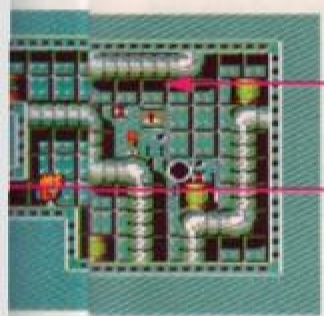
Kick the button to send the lift to your left – be ready to jump the last few feet.

Tricky old timing problem here, jumping into the air just as the electrical discharges crackle between the terminals. Looks impossible at first, but just a knack.

Kick this button to switch off a laser further above.

This button will switch off a horrid laser a bit further on. The one on the right sends your lift back up.

Walk along here at your peril! A laser (far right) will kill you if you don't duck in time. (If you do duck in time, it will kill the robot, far left, saving you a bullet.



Another dead-end screen – but plenty of goodies.

You'll need to use bombs to get these blocks out of the way.

DON'T kick the button indicated by the arrow that appears on the screen. Kick the other one instead.

You ducked! Just in time, too. Look out for those lasers in the walls.

Watch out as you climb this ladder – you're liable to meet robots coming down...

This screen doesn't lead anywhere, but there are various goodies to pick up

Warning, warning...!

- This map shows the layout of the screens and route you have to follow. What it doesn't show all the baddies and where they appear – you'll have to find those out for yourselves!
- We've labelled points of interest (!) early on, bu have to do most of the work yourselves – we don't want to ruin it for you!
- Don't use bullets (well, OK, laser bolts then) unless you have to. Sometimes you can get past the robots without shooting them. And now and again you can persuade one of the wall-mounted lasers to do it for you...
- Look out for the lasers in the walls. Many can be switched off, but many more can't. Some of them fire only once or twice. Some only fire when you walk across a certain point on the floor...
- Occasionally, cannisters can get up and walk towards you. You can't destroy them. Avoid them instead – jumping over them if necessary.
- Finally... don't rush. Most of the time, once you've knocked off the odd robot here and there, you can stand and think as long as you like. The puzzles require a blend of logic, split-second timing and reflexes to solve, but take time out before you tackle them to watch the robots, sparking electrodes, lifts etc to decide exactly when to make your move.

RICK DANGEROUS COMPETITION!

OK, so we've mapped Level One for you, what we need out there is for someone to do the same for Level Two!

And just as a little inducement, Microprose is offering... wait for it... a day out at Microprose HQ, slap-up feed and a trip in the Microprose plane!

So, the first person to send in a map of Level Two (that works!) is the winner – and gets to see their labour of love printed in *Cheat Mode*. No time to lose, eh? You don't have to be an artistic genius and do the whole thing with a microscope and two hundred different-coloured felt-tip pens, either. You can leave all that to *AA's* resident van Gogh Ollie (Mad as a Balloon) Alderton, who'll either redraw it himself (with two hundred different-coloured felt-tip pens) or dip into *AA's* enormous coffers and pay some incredibly famous artist to do it. (Not Hockney, though, 'cos he's lousy on deadlines.) And that's not all. There are also ten Microprose goodie bags on offer to ten lucky runners-up!

So – just send in your map (make sure it's legible) to:

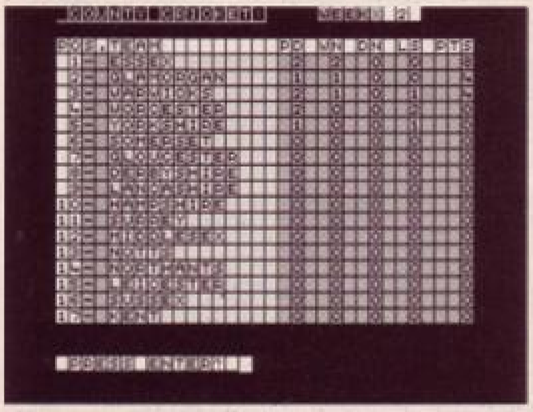
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There's no closing date, since the first correct entries are the winners. Good luck!

COUNTY CRICKET

D & H Games ● £9.99 tape £14.99 disk keys

Long summer days. Peaceful village greens. The sound of the church bells o'er the lea as they gently chime four o' clock. And the graceful smack of leather on willow, followed by a smattering of applause. These are the gentle images of cricket that many Englishmen hold so dear.



● The teams all appear in a league table.

Of course, cricket these days is more often perceived as a high-pressure, drug-ridden whirlwind of hotel-related sexploits and dangerously fast bowling. Cricket has entered the '90s to the sound of breaking bones and heated arguments. There is big money in International Tests, and consequently there are big winners and losers. But perhaps County Cricket still provides a haven from this veritable three-ring-circus of international sporting nonsense. Yes, the counties must surely retain that cultured air of refined benevolence which gave rise to the British Empire. Possibly.



● The fixtures list doesn't look too inspiring, either.

D & H Games, the self-styled "Masters Of Strategy" also produces *Multi-Player Soccer Manager*, reviewed in *AA61*. With *County Cricket*, it is remaining true to the text-only format was seen in that game.

Once the program has loaded, you are presented with a choice of county sides. Simply select the one you wish to manage, input your name and away you go. There is a main menu, which will allow you to choose your team, train your men in whatever aspect of their game you feel warrants further practice, or view your fixtures over the season.

The team line-ups are quite faithful to real life, especially considering that players come and go with more rapidity each season. Each player has several ability ratings, as well as data concerning his specialised skills, be they batting, bowling, wicket-keeping and so on. You can then select the order you wish your batsmen to play, and you can make substitutions to the team if you like.

Training can also be set in one of four fields: batting, bowling, fielding and general ability. There is obviously a limited amount of training you can achieve in the short space of time before the season begins, though.

Your first fixture is set, your men are ready, and the crowd is waiting (if they've bothered to turn up). Time for the toss. You may choose heads or tails (detailed, this bit) and if you win, you get to choose whether to bat or bowl.

The computer has been using a rather nice scoreboard-style typeface to display all the data up until now, and once the game starts, you see... a scoreboard. This displays all the data needed to follow a match; who's batting and bowling, the score, when the wickets (if any) have fallen, and the overs bowled. At the beginning you can specify between 40 and 60 overs for the season's matches.



● You can meddle with your team using this menu.

The game progresses. Very, very slowly. Further investigation reveals that much (if not all) of the coding is in BASIC. This would account for the pedestrian gameplay. Each ball bowled takes several seconds, so an innings takes well over an hour. If you are batting, the computer will change bowlers regularly. You then get the option to modify your batting approach to suit the new bowler. For example, if the he is fast, you might want to adopt a defensive



posture. These decisions constitute the sum total of your interaction with the game as it's being played.

"Ah", you might exclaim, "isn't this rather realistic? Real cricket takes an eternity to play, too." This is true, but in real cricket there is at least something to watch during the boring bits, such as buses going up and down outside the ground or West Indians dancing because they're on the brink of victory (again). In *County Cricket* you are forced to sit and wait. After a while you start hoping that your batsmen are all bowled out just to hurry up the game.



Cricket fans might initially be impressed by the depth of detail in the program, despite the lack of graphics or sound. A lot of accurate information is included, and the atmosphere is set for an exciting County Championship competition.

It's a pity, then, that this excitement simply doesn't materialise.

All inputs have to be made using the keyboard, and it is occasionally necessary to hold down a key in order for the computer to register it. This really sums up the whole program. Sadly, in the long run, even hardened cricket fans will find it difficult to sustain any enthusiasm for *County Cricket*.

Mind you, at least you don't have to listen to Richie Benaud, though.

James 'third leg' Leach

SECOND OPINION

"Cricket's slow enough in the first place – you need a few (hundred) hours to spare if you want to get into a match. But as for a game that goes even slower than the real thing..." **RL**

FIRST DAY TARGET SCORE

Finish a game

The Verdict

GRAPHICS **20%**
☐ Text layouts look acceptable.

SONICS **00%**
■ Not even the clunk of bat on ball.

GRAB FACTOR **38%**
☐ Looks detailed and competent.

STAYING POWER ... **30%**
☐ But takes aeons to play.

AA RATING **30%**

☐ It's just not cricket...

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Tasprint 464	11.99	11.99
Tasword 464	19.99	23.99
Tasword 6128	n/a	23.99
Promerge	n/a	18.99
Prospell	n/a	18.99
Protext	n/a	19.99
Mastercalc 6128	n/a	24.99
Masterfile 3 (664/6128)	n/a	29.99
Money Manager	n/a	22.99
Sprites Alive Basic 6128	n/a	17.99
Sprites Alive Comp. 6128	n/a	22.99
Devpac 80	n/a	37.99
Pascal 80	n/a	37.99
Tasspell	n/a	14.99
Hisoft C Compiler	37.99	37.99
Hisoft Knife Plus	n/a	14.99
Hisoft Forth	n/a	14.99

COMING SOON
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DISC £14.99
Licence to Kill, Star Wars, Running Man, Barbarian 2

COMING SOON
WHEELS OF FIRE
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Chase H.Q., Powerdrift, Hard Drivin', Turbo Outrun

Turbosoft

Unit 6 & 7
Acacia Close
Cherrycourt Way
Industrial Estate
Stanbridge Road
Leighton Buzzard
Beds. LU7 8QE

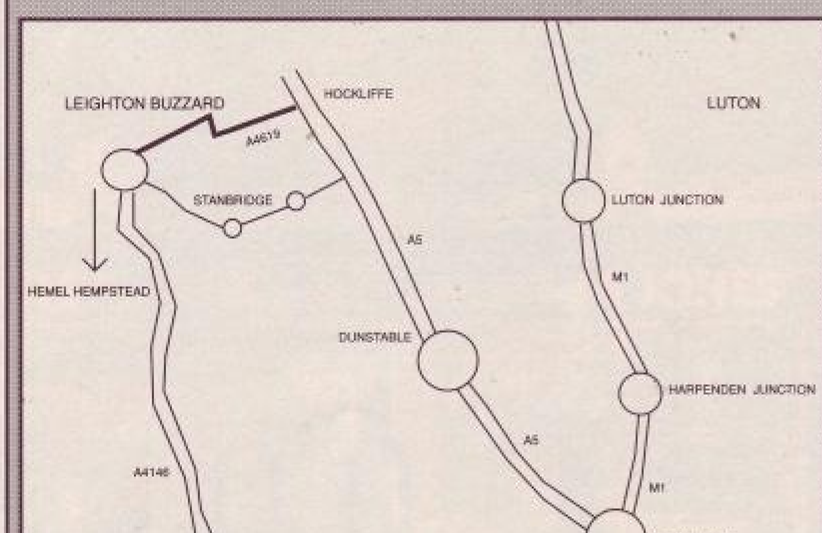
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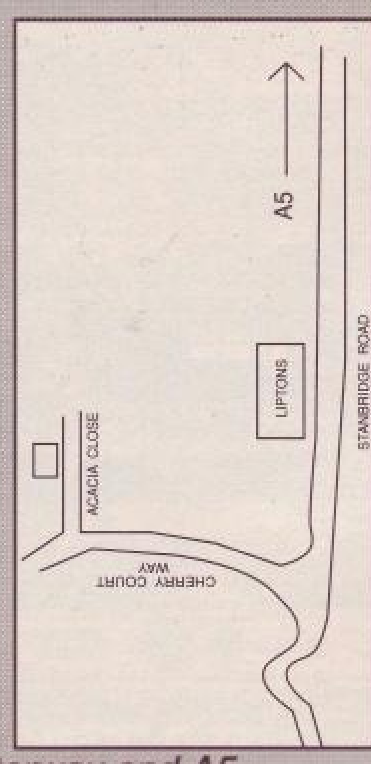
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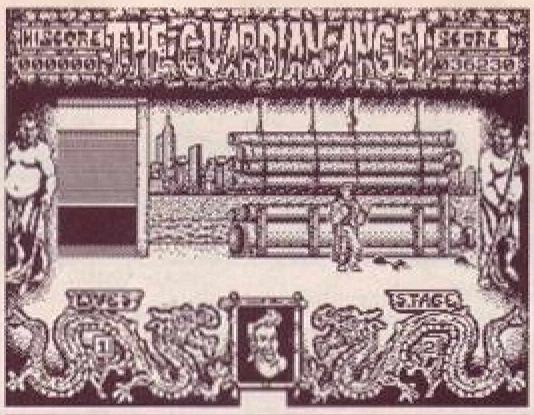




Maps showing direct routes from the motorway and A5

GUARDIAN ANGEL

Codemasters ● £2.99
joystick/keys



● Even the innocent rats get a good booting.

Life on the streets is tough. You can't cross the road safely without being beaten to within an inch of your life and having your shoes stolen by muggers. Clearly something has to be done.

How about an offender rehabilitaion scheme? Or putting more Bobbies on the beat? Nah, far too subtle. What's needed is someone to sort these street punks out once and for all. A vigilante; a Guardian Angel.



Surrounded! Start kicking yourself free.

That's where you come in. You take control of the said GA, and it's your job to kick ass, and make sure that these villians never offend again.

You have a three fighting moves with which to send the deliquents to the big prison in the sky. A punch will send the weaker ones reeling, whereas flying kicks are needed to flatten the bigger bad guys. A low kick is also part of your vocabular of violence should you need to take care of some real vermin – the place is also inhabited by killer rats!

The action takes place in the docks. The screen scrolls as you make your way along. You'll meet a couple of sailors, which are easily disposed of, but the meanies get tougher and tougher as you go along. You'll meet fork-lift truck-driving hoodlums, and chainsaw wielding maniacs in the later stages.

Individually, all the baddies can be beaten fairly easily. But the vicious brutes surround you, and pile on all at once. Talk about kickin' a man when he's down, these gentlemen do it for a hobby!

> **SECOND OPINION**
> *"The graphics are nice and large, but every game is pretty much the same. Good, satisfying kickings and thumpings, but little else."* JL

When you get surrounded in this way you've no chance. You just have to resign yourself to the fact that you're about to lose another precious life.

Graphically, the game is very Spectrumy. The central playing area is a monotonous monotone. No effort has been made at all to add any colour to the Amstrad's checks. Sound is pretty pathetic, too. The effects are limited to feeble hitting sounds.

Guardian Angel is rather average. Easy to play and pick up, it just gets too difficult.

Adam Waring

FIRST DAY TARGET SCORE

Reach Level Two

The Verdict

GRAPHICS **57%**
■ Blatant Speccy port.

SONICS **34%**
■ Limited thwacking sounds.

GRAB FACTOR **68%**
☐ Easy to master moves.

STAYING POWER ... **47%**
■ You get kicked in too often.

AA RATING **58%**

☐ Tiresome fighting game.

TIGER ROAD

Kixx ● £2.99 tape
joystick/keys

Oh dear. All the kiddies from your Oriental village have been kidnapped again. Who's to blame for this diabolical deed? That nasty inscrutable Ryu Ken Oh, that's who. And you are rather concerned by his evil doings. For you are Lee Wong; a Ninja Samurai headcase.



Jump over the barrels to get to the next level.

You have volunteered to get the young 'uns back safely. This means battling your way through dozens of differing enemies, chopping up large guards and slicing through hordes of Ken's enthusiastic followers.

Your violent journey along the Tiger Road is divided into distinct levels; you first enter a castle and do battle with the assorted characters therein. There are giants, devils, mutants and barrels. These need to be jumped over. Yes, *Tiger Road* incorporates a version of that old 'jump over the rolling barrels' chestnut. As if this wasn't enough, there are blokes throwing spears, Malaysian fighting kites and other frustrating obstacles to overcome before you complete your quest. Each screen involves running, jumping, avoiding and slaying, and it's all against the clock too.

Tiger Road is, in all honesty, showing its age now. Both the idea and the action are dated, but, perhaps surprisingly, it is great fun to play. There is a pseudo-oriental tune which tinkles along throughout the game, and there are also other occasional spot sound effects. Graphics are big and colourful, if not exactly sophisticated, and everything is fast enough not to be irritating. It isn't especially smooth, though – another indication of its age.

> **SECOND OPINION**
> *"Blocky and slow – I don't know what all the fuss is about. Mind you, it is still a pretty polished effort for a budget game."* RL



● Avoid the monster. Then duff him with your mace.

Overall, *Tiger Road* is one of the better budgets. If you are still interested in the concept of martial arts/platform games, then this has it all. And it has that single most important quality – it's infuriatingly addictive.

James 'chopper' Leach

FIRST DAY TARGET SCORE

8,000 points

The Verdict

GRAPHICS **68%**
☐ Old-fashioned, but fun.

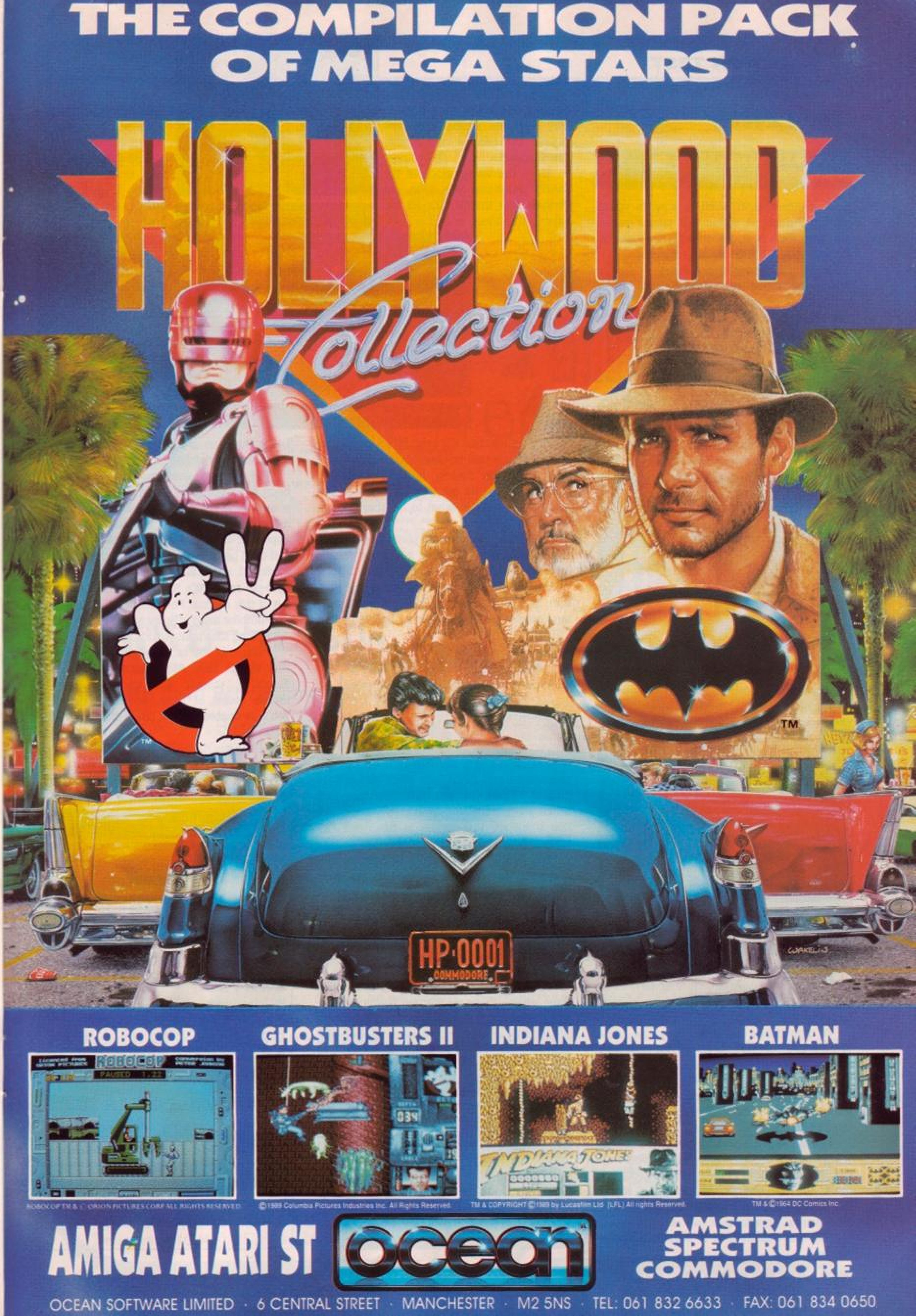
SONICS **65%**
☐ Quirky little tune with extra sounds.

GRAB FACTOR **76%**
☐ Grabs you by the prawns!

STAYING POWER ... **71%**
☐ You've just got to free those kids!

AA RATING **70%**

☐ You'll have a yen to play it (groan)



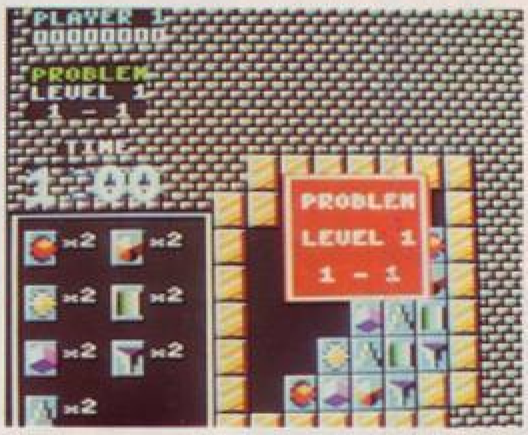
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PUZZNIC

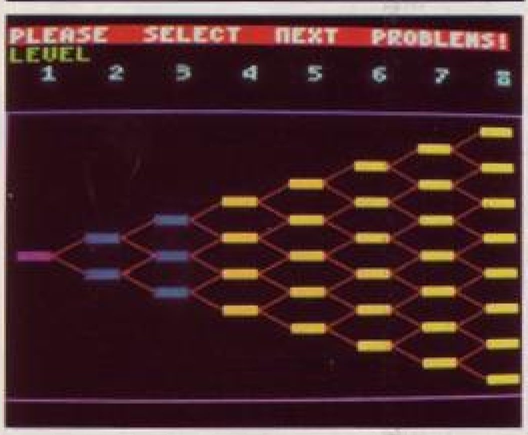
Ocean ● £10.99 tape £15.99 disk joystick/keys

Life's a puzzle, innit? Well, it is when you're playing *Puzznic*. It seems that puzzle games are very much in vogue again. This summer, for example, we saw such greats as *E-Motion* and *Pipe Mania*. Games where the action concentrated on quick thinking rather than fast reflexes. It looks like we're in for a treat during the coming winter months, too. There are plenty of puzzlers on the way, the first of which is this tricky little poser from Ocean.

It goes something like this. There are all these little blocks, each marked with a symbol of some kind. You can push these things around the screen. The



● The very first screen. Only 143 to go!



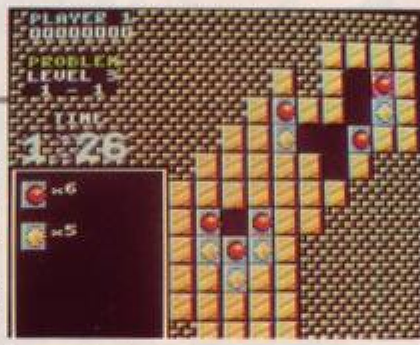
● The game opens up as you make progress.

object is to position like blocks together. When this is done they disapear. Once all have been got rid of, the level is complete, and you move on to the next one.

To stop things being too easy, the game has gravity. Unsupported blocks fall until they land on something solid - either another block, or a wall. Some of the screens have moving walls, too. These can be used as lifts, or as a means of transporting a block from one area of the screen to another.

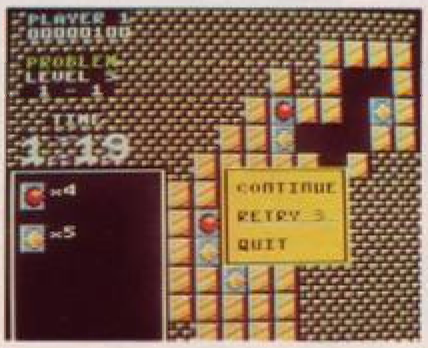
The blocks are moved by means of a cursor, which can be freely positioned anywhere on the playing screen. Pressing Fire selects the block, and a tap left or right shoves it across the screen. (You can't move them upwards or downwards - gravity takes care of that.)

And that's all there is to it. A truly simple concept. It's when you start to play that you realise just how 'simple' can become very complicated indeed...

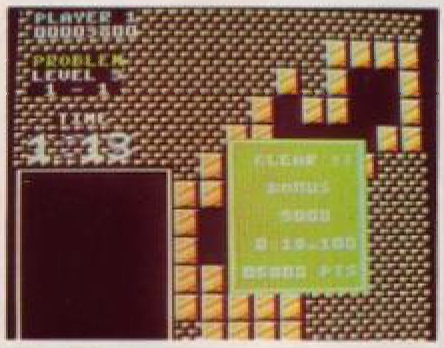


● Looks easy enough...

Move the wrong block at the wrong time and you soon get yourself into trouble. It's all too easy to trap them, or end up having an odd one left over. When you finally solve a puzzle that has had you stumped for a long time, the feeling is one of elation. However, if you do get to a stage where you just can't figure out what to do, then it's not the end of the world...



● ...Oh dear! I've bodged it up...



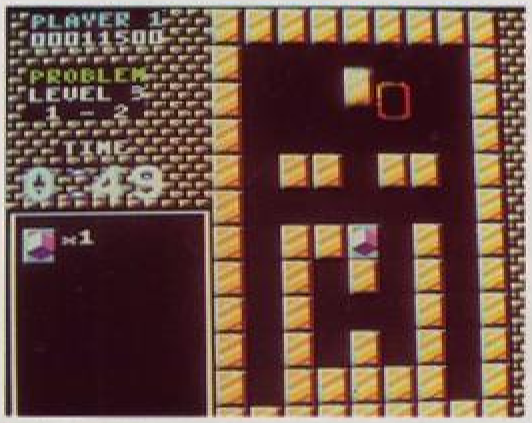
● Ha! solved it!

There are eight levels to play through. Each level conists of four puzzles, so to play a game all the way through you'd have to solve a total of 32 brain-teasers. There's far more to it than that, though. There are several 'routes' to solving the game. Level One has one set of four puzzles. Level Two has two, and so on until you reach Level Eight with eight sets of four puzzles. Those of you with lightning-fast brains (or a calculator) will have worked out that there are 144 puzzles in total, and 128 ways of getting there!

> **SECOND OPINION**
> Puzznic won't win any prizes for looks, but in terms of sheer gameplay it's a winner." RL

The puzzles are arranged in logical order. The first ones you come across are easy enough, but they get more and more difficult as you progress. Luckily, you get three goes per game, so if (when) you make a pig's ear of the whole thing, you can learn from your mistakes and keep going without having to start all over again.

You can chose to start from any of the first three levels - that's six starting points in total.



● There's one tile left, so it's time to start again.

For the first few games you'll probably want to take it from the beginning so that you can get used to the idea. Once you've played a few times, though, it'd be best to take it from Level Three, so you don't have to go through the easier early stages all the time.

The graphics aren't exceptional, but that's because of the style of the game rather than poor graphic design. After all, there's only so much you can do with a square block. The important thing is that the symbols are clear and can't be confused with each other.

Sound, again, is very basic. A few blips and squeaks and that's it. More could have made out of this section. For instance, a frantic tune that burbles away merrily against the rapidly-decreasing time limit would have been good.

Puzznic is one of those games based on a very simple idea. Appearences are (as ever) deceptive, though, and underneath it all there's oodles of mega addictive gameplay. You'll be unable to put it down until you've finished.

Adam Waring

FIRST DAY TARGET SCORE

Reach Level Six

The Verdict

GRAPHICS **77%**
- ■ Not exactly stunning.
- □ Clear and crisp.

SONICS **50%**
- ■ Just a few blips.

GRAB FACTOR **80%**
- ■ It doesn't look too exciting...
- □ ...But just wait 'till you play!

STAYING POWER ... **89%**
- □ 144 Levels, 128 permutations.
- □ Enough to keep you busy for ages!

AA RATING 84%

- □ A brilliant brain-teaser

BrunWord

Complete Word Processing Package £30

BrunWord 6128 is a complete word processing Package consisting of a word processor, spelling checker and card filing programme. It out performs all other word processors for the CPC6128.

BrunWord uses its own high speed screen routine, giving it a very fast response. The editor features are logically arranged, to be easy to learn and the spelling checker with its dictionary load into memory at the same time as the word processor. The whole system is very convenient and exceptionally fast. It is supplied with an introductory tutor file.

BrunWord Features

*40, 80 or 128 columns. *Typing speed 200 words/min. *True insert or overwrite. *Justify or unjustify paragraph or whole text. *Balanced justification. *Instant word wrap. *Block save, move, copy, insert and delete. *Local editing with word delete/undelete. *Adjustable margins and TABs. *Word count. *Column/Line/Page display with file name. *Find and replace. *Help menus. *Memory files. *Single character embedded printer commands (18 with 3 codes and 21 with 10 codes). *Page throw markers. *Multiple copies. *Odd/even page headers/footers with page numbers. *Multi file printing. *Print specified pages. *Use any printer. *True display super/subscript numbers. *User defined characters. *Load/Save ASCII files from/to other word processors. *Files can be encrypted. *Maximum file size about 9 pages.

BrunSpell Features

*Memory resident programme and dictionary. *Checks 4,000 words/min. *30,000 word dictionary. *No American spellings. *Add up to 5,000 of your own words. *Instant lookup. *Helps to find correct spelling. *Automatic correction.

DataFile Features

*Alphabetical, numerical, date sorting. *User defined headings. *Search routine. *Data merging. *Label printing.

Quotes

"It may seem that I have just written a very long advert for BrunWord 6128 but I haven't, I'm just so impressed."
(Phil Craven, ACU Feb 90, page 25).

"One such is Peter Brunning's BrunWord 6128 which is without doubt in my mind, the most powerful and friendly word processor available for the 6128 today, with the possible exception of.... BrunWord Elite!"
(David Dorn, ACU July 90, page 43).

How They Compare

	BrunWord 6128 & BrunSpell	Protext Disc & Prospell	Tasword 6128 & Taspell
Typing into 241 word paragraph Typing into start of text	218 w/m 218 w/m	218 w/m 218 w/m	16 w/m 150 w/m
Scroll to end, line by line	1 min 27 sec	2 min 2 sec	2 min 25 sec
Justify paragraph of 241 words	1 sec	0·2 sec	34 sec
Change appearance to format and Appearance to Format	17 sec	17 sec	53 sec
Spelling check 3366 words Average speed Disc changes	52 sec 3883 w/m None	6 min 24 sec 526 w/m 8	18 min 46 sec 179 w/m 3
Spelling help 'NECESERY' Spelling check word at cursor	1 sec 0·5 sec	12 sec Not possible	Not possible Not possible
Screen format - columns Page boundaries	40, 80, 128 Shown	40 or 80 Not shown	80 only Shown

BrunWord Elite

Elite Word Processor For CPC6128 £55

BrunWord Elite has a unique advantage over its rivals, it can only be used with dot matrix printers. All other word processors are compromised to drive daisy wheel and dot matrix printers.

In the early days of computing a printer was simply a form of electric typewriter. (High quality printing, noisy and very slow). Then came the dot matrix printers, specially designed for computers. (Medium quality printing, not so noisy and much faster). Over the years, the typewriter style has become the daisy wheel printer and although greatly improved, it has been left far behind with the quality, speed and versatility of modern dot matrix printers.

Most word processors, including BrunWord 6128, can use dot matrix and daisy wheel printers. This creates the need for a style of printer control that is acceptable to two very different types of printers.

BrunWord Elite does not have this restriction as it is specifically written to be used only with dot matrix printers. This gives it a unique advantage over other word processors and as a result it is able to provide much more advanced printer control.

This is taken even further, as BrunWord Elite is supplied with an 8 Bit Printer Status Port which allows the programme to continuously monitor the status of the printer, (as well as providing the missing 8th bit for the original CPC6128). This means that BrunWord Elite is able to respond in a more sophisticated way than normally possible. It will wait for ON LINE or <ESC> if the printer is initially OFF or OUT OF PAPER but automatically returns to the editor if the printer is turned OFF.

24 Pin Fonts

Before we designed the fonts for BrunWord Elite, we studied several good magazines and concluded that the bulk of the text was printed in fonts that derive from two basic themes. Our fonts Fineline and Finetype are variations of these two styles, optimised for dot matrix printers. Fineline is supplied in three sizes and Finetype in two sizes. To these we added a display font in computer style type and a straightforward 'Heavy' font. Altogether there are 7 fonts supplied, four are full 24 pin fonts, two are middle size 21 pin fonts and one is a small size 16 pin font.

BrunWord Elite Features

All the features and speed of BrunWord 6128 and BrunSpell, plus:-

*Print in columns *Specify page layout *Use special high quality proportional fonts *Use advanced micro justification with proportional text *Set printer margins independently *Move print head up or down paper, specified in inches from top *Set micro line spacing within text *Print line or box by specifying size and line thickness *Use absolute TABs with proportional text *Download a file directly from disc during printing. *Can be supplied with Info-Script for data merging.

Headline

Headline is a print enhancement utility specially designed for use with low cost 9 pin printers. It enables virtually all the features of BrunWord Elite, including the 24 pin fonts, to be used with any 9 pin Epson compatible printer. The only requirement is that the printer must have quadruple graphics (all well known modern 9 pin printers). Even printers which do not have double height printing will be able to use all the features of Headline, including micro justification, normal, double and eight times height, and 1 to 9 times width.

9 Pin Elite £55

BrunWord Elite, BrunSpell, Headline, an 8 bit printer status port and 7 'type setting' fonts (fonts are 24 pin in size but only for 9 pin printers). Total price £55.00 inclusive.

9 Pin Elite+Info £92

As above but including Info-Script and a backup disc. Total Price £92.00 inclusive.

24 Pin Elite £90

BrunWord Elite, BrunSpell, Info-Script, back up disc, an 8 bit printer status port and 7 'type setting' fonts for downloading to a 24 pin printer. Total price £90.00 inclusive.

Info-Script

Complete Data Processing Package £50

Info-Script includes BrunWord 6128 and BrunSpell. The word processor and database can be resident together, giving the convenience of access to both programmes with no disc delays.

Info-Script is written around the full BrunWord 6128 word processor, enabling many routines to be common. This makes a very compact combination and allows both programmes, 6 pages of text and 1000 addresses to be in the memory at the same time using a standard CPC6128 (or 6128 plus). The great advantage of this is the speed and convenience of no disc delays.

Database Features

*Very fast (e.g. takes 1 second to search 2000 addresses for surname 'Smith', initial 'B'). *Specific field search and/or progressive general search. *Instant sort on any field, alphabetical, numerical, date or reverse order (zero time as the data does not move). *3 sets of user defined headings for each file. *4 markers for instant selection, plus one temporary marker. *Markers can be cleared or inverted and any pair can be added (allows complex searches to be quickly and easily performed). *No setting up of field type or length. *Efficient storage. *Relational records, Parents, Sons and Daughters. *Field to field arithmetic. *Direct data merging into BrunWord. *Easy direct label printing, 1 or 2 across, left of 2 or right of 2. *Single or multi-step.

Data Merging Features

*Simple intelligent system, &N &A &D construct full name, full address and date. *&1 &2 etc specify individual fields. *Insert or fixed format merging. *Automatic justify after merging. *Single step (see before printing) or multi-step. *Stop any time, go to word processor, restart same place. *Merge data from several records for summary, invoice, purchase order etc. *Arithmetic. *Running total. *VAT total. *Conditional loading. *Conditional printing. *Repeat patterns.

100 Letters £15

100 Letters is a utility for use with Info-Script, enabling pre-written letters to be easily selected and personalised. It is supplied with a library of 50 letters but even the most cautious users will be able to write simple letter patterns to expand the library to '100 Letters'. If multi-purpose patterns are used then the upper limit depends only on the skill of the writer. A third type of letter pattern, aimed at solicitors, doctors, school teachers, estate agents etc, consists of up to ten pre-written paragraphs. The user indicates which of the paragraphs are to be used. 40 separate letters can be added using this style.

Send cheque/PO/Access number/Visa number to:

Brunning Software
34 Helston Road,
Chelmsford, Essex, CM1 5JF
Telephone (0245) 252854 (24 Hours)



BrunWord 6128 with BrunSpell & DataFile. . . £30.00
Info-Script with BrunWord 6128 & BrunSpell. . £50.00
9 Pin BrunWord Elite £55.00
9 Pin BrunWord Elite with Info-Script. £92.00
24 Pin BrunWord Elite with Info-Script. £90.00
100 Letters (needs Info-Script). £15.00

Supplied on 3in Disc for CPC6128 or CPC6128 Plus.
You must state which computer.

All prices are inclusive for UK. Overseas orders sent insured air mail - Europe add £2.50 : Rest add £7.50

TIME MACHINE

Activision ● £9.99 tape £14.99 disk joystick/keys

Haven't we seen this before? It's a game about a mad old Prof who shuttles back and forth across the fabric of space-time willy-nilly, distorting the laws of physics and reason, whilst remaining wacky and somewhat absent minded. Well, yes we have. The *Back To The Future* games, to be precise. But the time-warpy feeling of déjà vù ends there. *Time Machine* has a totally different style, and totally different goals.

The old guy you control is called Professor Potts. He's as mad as two spoons, but obviously isn't completely useless because he has perfected a time-travelling device. One day he is working on this little gadget, when there's a terrorist attack. Of course, Potts tries to ignore this rude interruption, but a stray explosive hits his machine, and within a nanosecond the Prof is whisked, complete with lab coat, NHS specs and dandruff, back to prehistoric times.

What is he to do? No pubs, burger bars or Children's BBC. How is he to survive? Potts rashly decides to interfere with evolution. But anyone who knows anything about time travel will know that this is EXTREMELY dangerous (*so don't try it at home – ed*). But if you are trapped 10 million years in the past, it's your only chance. If Potts can guide Earth's evolution safely to the present day, he'll be able to stop those meddlesome terrorists from bombing his time travel widget in the first place.

The first time zone is pre-Ice Age. It is nice and warm and there are pretty volcanoes dotted around, spewing out fiery molten lava blobs, which it's best to avoid. There are also palm trees, oily swamps, and small teddy bears. Don't laugh; these bears are your ancestors. They are very cute and harmless (so what went wrong?). Anyway, you must ruin this paradise by causing an Ice Age, to allow evolution to progress.

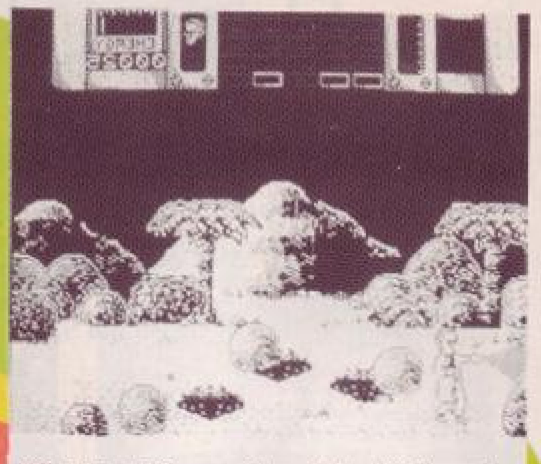
Firstly, you must drop large rocks over deep vents in the ground to block off the emerging heat. Easy enough, but the poor teddies start feeling the cold, so you must transport them to somewhere warm and safe.

Luckily, you were dumped back in the past with a few useful items. One is a stunner ray, the others are small travel pods. These can be left in strategic locations and you can travel between them at will. This saves a great deal of leg-work. You can also transport other items from screen to screen too, and the devices will even work from between Timezones. Hmmm. Very useful indeed.

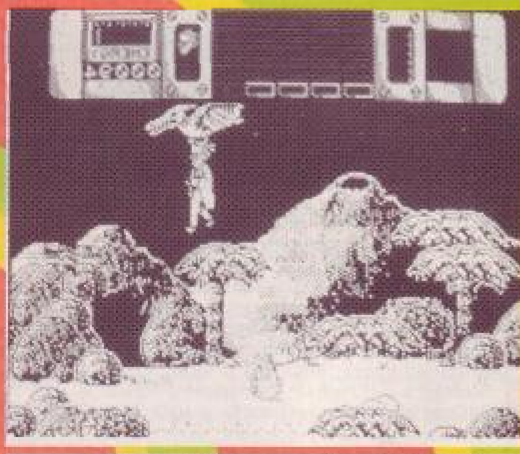
If you manage to steer the planet into a decent Ice Age, you can proceed to Timezone Two. Here, you must heat everything up again. It's a good idea to start by removing the rocks over the vents (yes, two million years later they're still there!).

There are a great many other tasks to complete before you have set evolution going in the right direction. The job is made harder because there are yetis around who would dearly love to eat you. Avoid or stun them, and try and work out what you must do to proceed to Timezone Three.

When you do, you'll find that the teddies have evolved into cavemen. They are puzzling out the mysteries of circular motion, and would very much like a helping hand. You, of course, being an extremely brainy Professor, understand all about such technical things as wheels, so you should be able to offer assistance.



● Quick, Prof! Cover up those holes with the rocks.



●There! Done it. Now wait for the global cooling.

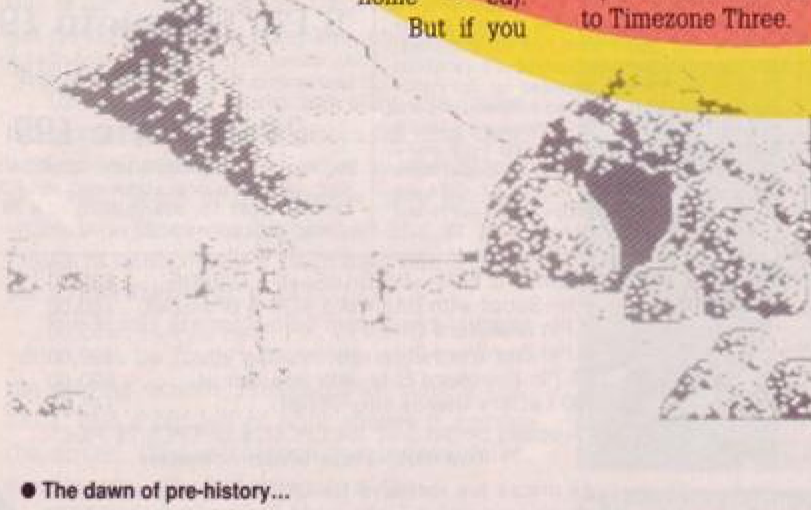
Zone Four sees you at a somewhat obscure period in history. There's a rather daunting giant who is guarding a bridge. This is the key to vital oil reserves. You have to (gulp) kill the giant to free the oil. What for is still a bit of a mystery. Like all the other levels, it isn't as easy as it sounds. There are more than a few complications, and, quite understandably, the giant doesn't take kindly to attempts on his life.

If you manage all this, you are rewarded with your arrival back in the present day. You can start repairing your time machine, using your ability to dash back and forwards through the Timezones to collect any items you might need.

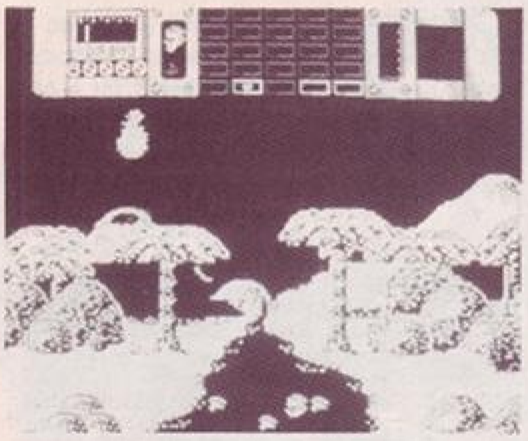
Time Machine is very different from either of the *Back To The Future* games. Any resemblence of Prof Potts to Doc Emmett is forgotten once you start playing the game. And there's certainly no sign of either a diminutive permanent adolescent or a dodgy, unpainted Irish sportscar.



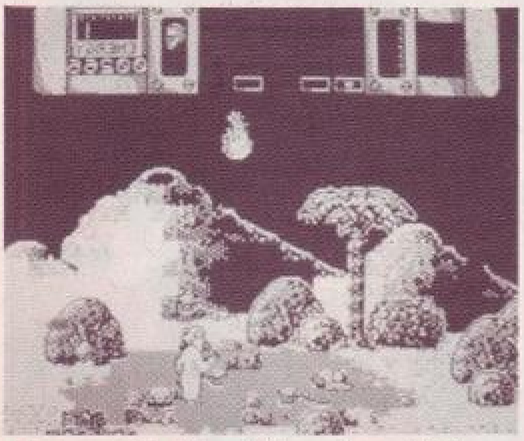
● Ice covers the land, and there are yetis around.



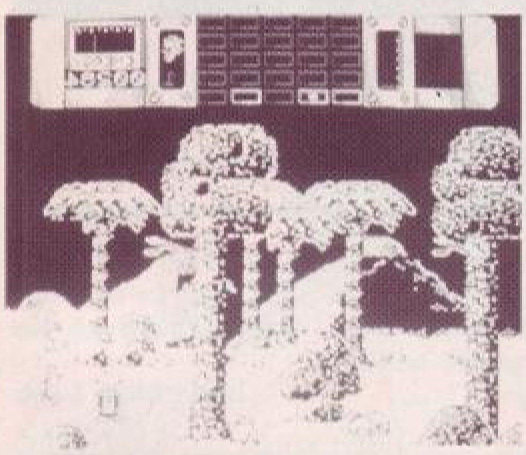
● The dawn of pre-history...



● You might land in a swamp if you transport back.



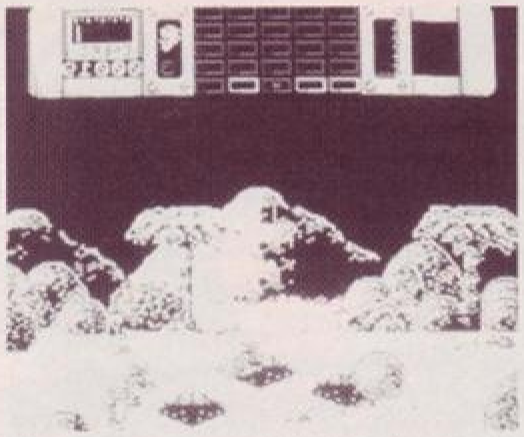
● Or you might die horribly in a primeval oil pit.



●Don't kill those monkeys! They're your ancestors.

The playing area is five screens wide. Not much, perhaps, but they change a good deal over the five Timezones and ten million years that the game spans. You must keep an eye on a lot of the previous screens because, having set evolution into motion, it could all go wrong, leading to all sorts of problems in later millenia. So you'll have to dash back and forth, steering the course of events. An example can be seen if you plant an apple in one zone. If you travel to the same place in a later zone, you'll bump into a fully grown apple tree. Such enormous power must be used carefully.

There are lots of objects and animals around, and the game has an arcade element, as you negotiate your way past falling fireballs from the volcanoes and violent prehistoric creatures. A pteranodon flies through the sky of the first zone. His (or probably *her*, thinking about it) eggs are on the ground below, and if you fire your stun-ray at them, she'll swoop down angrily and carry you off across the other screens at top speed. Terrifying though this is,



● The pteranodon carries you over a teddy-bear.

you can use it as a quick form of transport. Just press Fire when you get to the screen you want, and you'll drop safely to terra firma.

But what's it like? First the bad news. *Time Machine* is a largely one-colour Speccy port. The sprites are large, but could be smoother; the 3D-ish effects as you walk in and out of the screen work nicely, without too many annoying collision detection errors. Control of the Professor can be a little woolly, but this could be put down to the fact that the old geezer is getting on, and his co-ordination isn't what it used to be. There is a lot of other movement on-screen; the teddy bears in the first zone wander about engagingly (until you zap them with your stun ray), and the corresponding animals on other levels move similarly. The yetis and giant further on in the game are large (for a Spectrum port) and add much to the atmosphere.

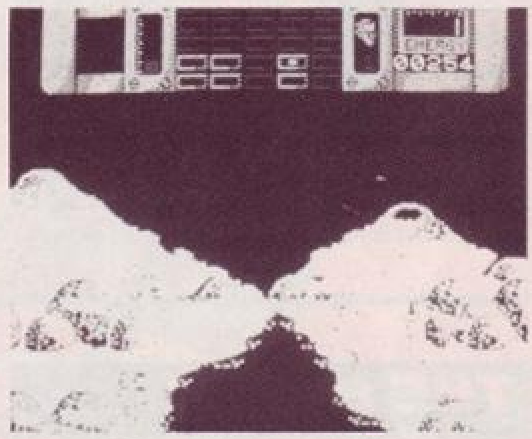
Each Timezone is a different overall colour, so it is easy to remember where (or when) you are. There is also an information display panel overhead, which tells you which object you are examining, which screen you are on and which zone you are in. It also shows your energy level and your stun-gun recharging level. Again, the graphics are clear, but are very reminiscent of Sir Clive's little machine.

There is no sound whatsoever in *Time Machine*. This might seem like a major deficiency, but because of the nature of the game it takes a while for you to notice. The silence isn't deafening, but spot effects or a tune you could switch on or off would have added an indefinable, er, something to the program.

Time Machine is a different sort of game. It combines joystick dexterity with a great deal of puzzle-solving and logic. The combination works well, and to a great extent overcomes the lack of sound and the Spectrum graphics. However, the game is very difficult. You can slowly progress through the levels, but the occasional quirk will have you stumped for aeons.

This form of time travel can get very frustrating as you puzzle your life away, but if you're not too bothered by Speccy ports and silence, and if you enjoy being flummoxed, step into the *Time Machine* and head back to the dawn of history.

James 'Piltdown Man' Leach



● Hmm. That cave might be useful in a cold snap.

SECOND OPINION

***"First impressions are rather grim. An outrageous Speccy port and a game with only 25 screens! Play it a bit longer, though, and you find yourself growing more and more enmeshed in a highly complex game."* RL**

FIRST DAY TARGET SCORE

Trigger an ice age

The Verdict

GRAPHICS **67%**
■ The Spectrum that Time Forgot.

SONICS **00%**
■ Great game to play in a library!

GRAB FACTOR **65%**
■ Bit difficult to fathom at first.

STAYING POWER ... **81%**
□ Great if you're a lateral thinker...

AA RATING **76%**

□ A timeless concept to keep you going for ages.

CALIFORNIA GAMES

Kixx ● £2.99
joystick/keys

Oh, the sun. The sand. The surf. California is still certainly *the* place to be. It's ideal for lying around and watching the beautiful people and weirdos parade past. Why anyone should want to indulge in exhausting sports there is beyond me. Nevertheless, people do.

California Games is a decathlon-style compilation of six trendy West-Coast sports. You and four like-minded pals can participate in a competition comprising of skateboarding in a half-tube, Hacky-sack foot-bagging, BMX stunting, surfing, roller skating and Frisbeeing. These are loading in one by one, and the four players take it in turns to achieve greatness at them.

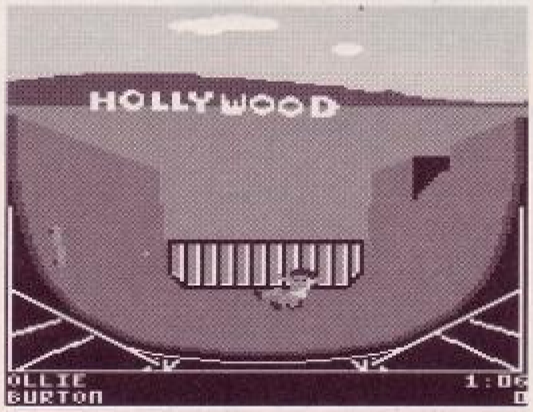
Typically, each player will have three lives, and must gain points for stunts, style and skill. In some games you take the form of a female, in others you're male. Typically Californian equality.

In all the games there is a serious amount of joystick waggling, with many of the stunts requiring a lot of practice. Don't expect them to be easy. Some, like the BMX and skateboarding are wickedly hard. Frustration may build and tempers may fray!

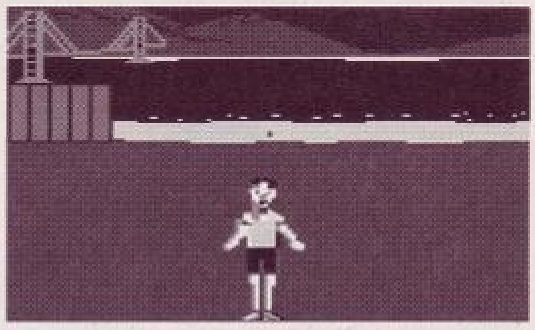
The graphics are large and bright with very sunny, California-type colours. Unfortunately, the scrolling is jerky and the gameplay slow.

SECOND OPINION

"Quite nice because it reminds you of summer, but the games themselves aren't a lot of cop. Not bad for the money as a compilation, though." *RL*



● Ollie comes a cropper on the half-tube.


● This unhappy-looking dude's Hacky-sacking.

But overall this is a decent selection of simple games to play, all with a common theme. You will need good timing for a few, and will probably need a deal of luck as well. It'll be a great compilation to play when winter is here and it's raining outside.

James 'Baywatch' Leach

FIRST DAY TARGET SCORE
Beat all yer mates.

The Verdict

GRAPHICS **63%**
■ Sun, sand, surf and sex *(eh? – ed)*

SONICS **48%**
■ Sounds like a typical Californian summer.

GRAB FACTOR **64%**
☐ Lots to see and do.

STAYING POWER ... **59%**
☐ Does require practice and skill

AA RATING **67%**

☐ Challenging set of multi-player games.

THE BOXER

Cult ● £2.99 tape
keys

Just imagine the fun you could have with a pugilist (look it up) of your own! Think of the money you could make if he was any good! In *The Boxer*, this is exactly the scenario you are presented with. You are a boxing manager with one promising lad in your care.



● The tension builds during a fight. Hit 'im, my son!

At the start of the game you set up his skills and abilities by allocating points for fitness, stamina, strength, morale and so on. Before each match you must train him in specific skills to raise these values.

Then you arrange a venue and an opponent. The opponents range from evil giants with sledgehammer fists to a stunted weakling with a punch like an enfeebled earthworm.

Hiring a large venue is expensive. If not enough people turn up, you'll be well out of pocket. Similarly, if your boy gets his head punched in, the hospital fees will mount up. Rioting sometines occurs at the ringside, and you'll also have to stump up for the damage caused by the fans.

You can bet on the outcome of any match, though. Betting on your lad might be loyal, but if he's rubbish you'll lose out, so it's best to go for the opponent. It's possible to earn a bijou pile of rhino by watching your lad get consistently beaten.

Graphics are simple, but work well. The match is shown on screen as it's battled out, but you don't know how it's going until someone is KO'd. Sound is also simple, but effective; mainly heavy thumping sounds.

This type of game is naturally limited owing to its linear and non-variable form, so you won't be playing it exclusively for the next few weeks. However, there are five levels of difficulty, and there is a lot of fun to be had as you try to get the lad in shape for the World Title. A great little budget game, if you like manager simulations.

James 'Rocky' Leach

SECOND OPINION

"It's got graphics, which is going one better than most management games, but that's not saying much. Quite simplistic, and only of interest to dedicated strategists." *RL*

FIRST DAY TARGET SCORE
Beat three opponents

The Verdict

GRAPHICS **56%**
☐ Infinitely better than none at all!

SONICS **47%**
☐ Jingly tune and serious thumping.

GRAB FACTOR **72%**
☐ Forget the training. Get stuck in!

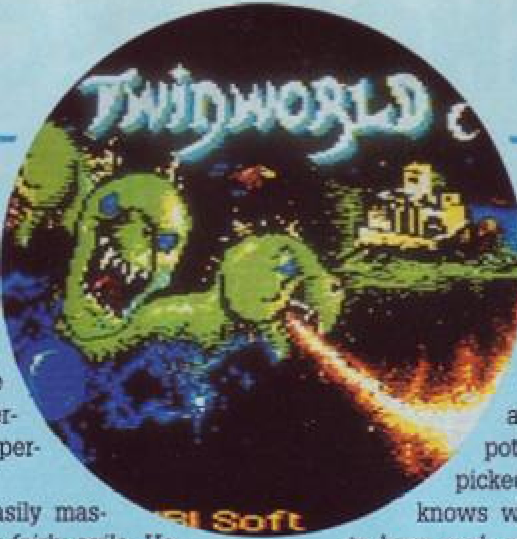
STAYING POWER ... **55%**
☐ You'll eventually get punch-drunk.

AA RATING **67%**

☐ Certainly one of the better management games.

TWIN WORLD

Ubi Soft ● £9.99 tape £14.99 disk joystick/keys



It's not very pleasant when your entire family is brutally murdered by an evil druid. You'd no doubt be a bit miffed. Apart from the upset and annoyance, there's also the inconvenience of having no-one to bring you up properly.

That's exactly what happened to Ulopa Cariken. His family happened to posses a magical amulet, which naturally made all the evil beings in the neighbourhood extremely jealous. Malder was the evilest, nastiest, wickedest wizard in both whole wide worlds. So one day he broke his way into the Cariken household and massacred the lot of them. All, that was, except a two-year-old Ulopa. He was rescued by a faithful servant and taken away to somewhere safe.



Malder, of course, made off with the sacred amulet, to use it for his own evil ends. However, his wrongdoings managed to break the artefact into lots of pieces – an explosion scattered the bits across the entire land. (These things happen when you mess around with magic.)

Anyway, Ulopa grew up an orphan, raised by his Dad's ex-servant Thorax. When the boy turned sixteen, Thorax told him the story of how his relatives were killed, and how Maldur subsequently became ruler of the kingdom, and how Ulopa better jolly well do something about it.

So off sets our young hero. He needs to collect the 23 pieces of the amulet, for only then can he destroy Malder for good and banish the darkness that has spread across the land.

The thing is, it's not simply a case of wandering around, picking up the pieces and sticking them together with superglue. For a start, the landscape itself is pretty perilous. It's littered with swamps and high ledges and other rough territory. On top of that, hordes of evil creatures under the command of Maldur are out for your blood. The bigest complication of all, though, is that there are two 'worlds'. One is above ground, the other is subterranean. They can be stepped between when the appropriate portals present themselves. Both need to be explored if the quest is to be completed sucessfully.

Our hero is not completely defencless, though. He can blow bubbles. Now that may sound like a pretty feeble method of monster-bashing, but it's not. These bubbles can be flung around with some degree of accuracy, and any creature that gets in the way will know about it. They come in three flavours. Strong, super-strong, and double-super-strong.

Control of Ulopa is easily mastered. The little chappie is fairly agile. He can leap around athletically and crouch down low. Both actions are good for avoiding the enemy. When stood directly in front of a portal, a quick downwards tap allows him to flip to the twin world. Repeating the action elsewhere makes him stamp on the floor – which comes in useful later on. Firing the bubbles is straightforward enough. Actually hitting anything is another matter – they seem to go everywhere – everywhere, that is, apart from where you originally intended.

Most of the early beasties that you'll encounter are easily dismissed. It's just a case of standing a safe distance away and discharching a couple of your potent bubbles at them. When they die they leave behind a little present, usually worth extra points, but sometimes rather more valuable...

There are a large variety of these mosters. Flying beasts rarely bother you unless you're unfortunate enough to jump directly into them. Then there's this creature which simply walks around. It has a preset pattern, walking first one way, turning on the spot and walking back again. As long as you stay out of its patrol, you can easily avoid it and shoot it down without putting yourself in mortal danger.



As you get deeper into the game, though, the creatures get more and more dangerous. Some shoot back. And as if that wasn't enough there are dragons with detachable heads that chase you, and there are pit monsters that live underground, waiting for the unwary to walk near enough to make a quick meal out of them.



Blowing all these bubbles is thirsty work. Fortunately, there are plenty of refreshing potions around that can be picked up and drunk. Heaven knows what these elixirs contain to have such an effect! (Probably washing up liquid.)

Once destroyed, a creature leaves behind a gift. Pick it up quickly, as it disapears in a couple of seconds. And if you manage to find a magic flute, you can call up a shopkeeper. Now you can buy various items to further your quest in destroying evil.

A tune plays merrily away on the title screen. In the game itself, though, you're limited to rudimentry spot effects. A few chirps and bleeps inform you that you've picked something up, fired a bubble, or killed something.



The background scrolls along smoothly as your character makes progress. It's quite a large playing area, taking up perhaps two-thirds of the screen, so the flicker-free scrolling is quite an achievement.

SECOND OPINION

"Cute and playable, certainly, but with only four colours on-screen, those hazards are just that bit too tricky to spot for my liking. Otherwise, a pretty good outing in one of the better genres." RL

The playing area is drawn completely in the Amstrad's four-colour mode. The initial levels are drawn in black, green and brown – colours that look atmospheric enough, with lots of mud and grass. It can make things a bit hard to spot, though, and you'll need to keep your eyes peeled for the tiniest change in graphics. Everything is well drawn – Ulopa looks particularly cute. But don't be fooled – his rambo-style headband shows that he means business.

Twin World is one of those games that'll keep you coming back to your keyboard again and again until you finally complete it.

The difficulty level is pitched just right so that you don't progress mega-quickly, but it's not so hard that you become disheartened and pack it in.

You simply won't rest until the evil Maldur has been destroyed for ever and ever!

Adam (Cutesy) Waring

TWIN TIPS

Need some help to get you started? Then learn from our mistakes! Here's the *AA* guide to a long and healthy life in *Twin World*.

●Look before you leap. It's all to easy to misjudge where the ground finishes and the water begins.

●Kill everything! Most of the baddies you shoot will just gain you extra points, but some reveal vital extras. More time, lives and other goodies are there for the taking.

●Explore unlocked doors and tunnels first. You'll find that many of the locked portals are unecessary to go through. They're just a waste of a valuable key.

●Mapping the layout is immensely helpful. The same baddies always give up the same item – so mark down what you can expect to find and where. And of course, when you finally complete the game, *AA* will be only to please to publish the best one!

●One of the flutes is to the right of the third level. Kill one of the bird-like creatures that hovers over a chasm, then quickly jump for the flute before it drops out of sight forever!

●When you approach a powerful creature, such as the dragon, change to the most powerful shots. Then let him have it! The lower grade bubbles are fine for the weedier creatures.

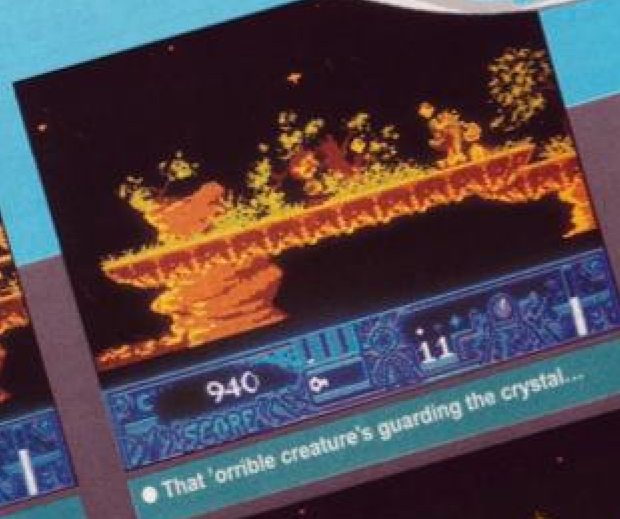
●Don't be afraid to let rip with your bubbles. There are plenty of potions to top up your supply.







● That dragon's asleep. This should wake it up...



● That 'orrible creature's guarding the crystal...



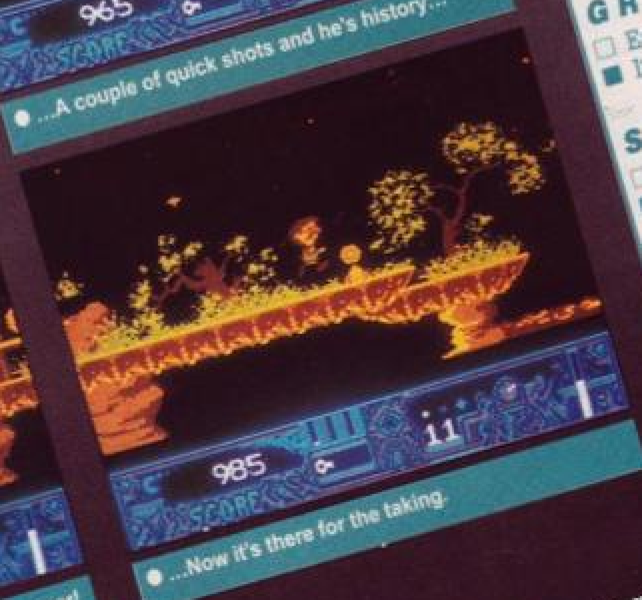
● ...Blam! Direct hit...



● ...A couple of quick shots and he's history...



● ...Oh no! Bits of the dragon are after me. Scarper!



● ...Now it's there for the taking.

FIRST DAY TARGAT SCORE

Complete the first four levels

The Verdict

GRAPHICS 76%
- □ Cute, atmospheric graphics.
- ■ A bit hard to make out sometimes.

SONICS 72%
- □ Brilliant title tune.
- ■ Limited FX.

GRAB FACTOR 80%
- □ Easy to control character.
- ■ It takes a while to figure things out.

STAYING POWER ... 86%
- □ Loads and loads to explore!
- ■ Linear games all get finished evetually.

AA RATING 82%

□ Cute game that you'll keep playing until you solve it.

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Offers 4 NLQ fonts, and fast printing. A direct competitor for the old LC-10 mark 2
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Access

VISA

Prop. M.J. Cooper

Balrog

More adventure news and reviews from the big hairy one



NEWS... NEWS... NEWS...

Adventure PD!

A new adventure PD library is being set up by Debby Howard (adventure columnist for the United Amstrad User Group magazine, *CPC User*). At the moment Debby is looking for adventures to add to her library so, if you have written an adventure which you would like to go PD, then send an SAE for more information to her at **10 Overton Road, Abbey Wood, London SE2 9SD.**

Making your first adventures Public Domain is an excellent way of making a name for yourself (as s by Ken Bond). Debby has not yet opened the library, so please don't write to her asking for games

WoW Software

As reported in last month's *Balrog*, Joan Pancott HPilg,has started her own software house called 'WoW Software'. The initial selection of adventures includes three new titles (*Simply Magic, Crispiy Crunchy* and *Time*) and a whole pile of re-releases (including the *Lost Phirious* and *Arnold* trilogies). More details can be obtained by writing to Joan at **78 Radipole Lane,Weymouth, Dorset DT4 9RS** or phoning 0305 784155 any day between 1 and 10pm

Amstrad Success at Adventure Probe Awards

Adventure Probe magazine has just held its first convention, and Amstrad users collected many of the awards on offer.

Ken Bond scooped the 'Best text-only 8-bit adventure of the year' for his game, *The Island*. Joan Pancott HPilg was awarded 'Most helpful adventurer of the year' and Lorna Patterson 'Best playtester of the year'. *Scapeghost*, by Level 9, was awarded 'Best graphic adventure game' and Delta 4's *Mindfighter* was 'Biggest game let-down of the year'. Apparently a good time was had by all who attended the convention and the editor, Mandy Rodrigues HBalg, is already planning the next one

Boldly going where angels (and other reviewers) fear to tread, the Balg this month experiences the Last Days of the Planet Doom as well as reading all about the secret art of adventure writing...

BALROG'S POSTBAG

● Please Help !

I am interested in buying an adventure writer for my CPC464, but I do not have very much money to spend! Please advise a good, cheap package on tape only (64k only too!)

Jonathon Burton
Hale

The cheapest creator around (and still very good) is the Quill *– available from Gilsoft at £3.99. Write to Gilsoft at* ***2 Park Crescent, Barry, South Glamorgan, CF6 8HD****.* GAC *is also still available from Incentive Software –* ***Zephyr One, Calleva Park, Aldermaston, Berkshire, RG7 4QW****. Price is £22.95 on cassette and £27.95 disk – cheaper versions can be bought by looking at the adverts from mail order companies. If you decide to invest in a disk drive then you can always use the* PAW *(available from Gilsoft as well) –* PAW *is probably the best adventure creator on the CPC. If you have a ROM board then you should also consider* ADLAN *(reviewed AA60).*

I am interested in starting to learn to play adventure games – please can you suggest a starter for me? I have a disk machine.

S Drew
Weston-super-Mare

A good game to start adventuring on is Gnome Ranger *or* Lancelot *– both available from Level 9. The reason I recommend them is that the packaging is very comprehensive in introducing new players to the world of adventuring. Level 9 can be contacted at* ***PO Box 39, Weston-super-Mare, Avon BS24 9UR*** *or Tel: 0934 814450. Fax: 0703 331523. I would also recommend any Infocom game, but nowadays it is quite difficult to find any companies that still have stocks left.*

Computer Adventures – The Secret Art

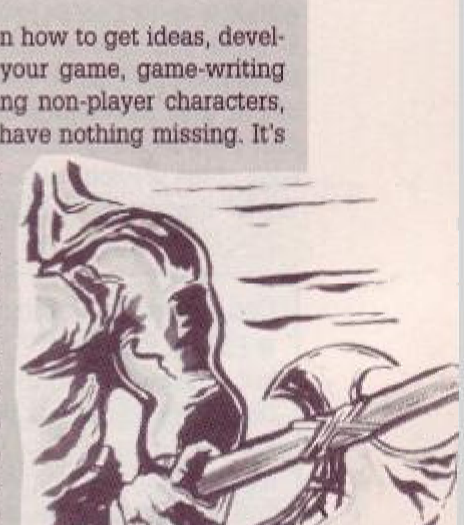
Gil Williamson ● £7.95Amazon Systems, Merlewood, Lodge Hill Road, Farnham, Surrey GU10 3RD ● ISBN 1-872755-00-3

Computer Adventures – The Secret Art is aimed at all who are interested in writing adventure games (and let's face it, who hasn't wished at one time that they could write a good adventure?) or people who are just interested in how a good adventure is written. As the author says, there is an art to writing a good adventure and this book is intended to teach you this art.

Gil has analysed the features of successful games and presented them in the form of a Do-It-Yourself manual. The book reveals the secrets of how to plan, how to write and how to sell computer adventure games. It guides you through all aspects of writing adventure games, from conceptualisation and collection of ideas, through to programming, testing and marketing.

The book assumes that you have played adventure games before, but it does not assume any programming knowledge – in fact the book is not machine-specific, although *PAW*, *Quill* and *GAC* are mentioned in it.

With chapters on how to get ideas, developing and testing your game, game-writing systems and creating non-player characters, the book seems to have nothing missing. It's well-written, with 128 pages of inspiration and reference material. If you'reserious about writing an adventure, then read it: your adventure will be easier to write and will be better. An indispensible asset for the serious adventure author.



The Last Days of Doom

Topologika ● £19.95 + 50p post, disk only ● PO Box 39, Stilton, Peterborough PE7 3RL. Tel 0733 244682

Last Days of Doom is the third and final part of Topologika's *Doom* series of games (the other two being *Countdown to Doom* and *Return to Doom* – see the mini-reviews below). Written by Peter Killworth (author of *Philosopher's Quest* – a classic game), *Last Days* is, in Peter's own words, "cosmic in parts – after winning, you'll literally never be the same again!" – strong words to say about any adventure – is *Last Days* really that good?

Well, I'm not sure if it will change your life, but *Last Days* is certainly a good game. This time the planet Doomawangara (Doom for short) is dying... and only you can save it. Doomquakes, eruptions and other nasty things are happening on the surface and goodness knows what's happening underground. To cap it all, a third artefact has turned up, not far from a ruined, walled city. The experts reckon Doom will blow up in a few days time and any sane person would stay away – but you feel you have to try and help. As usual, you crash on the planet whilst trying to land – this is where the game starts with you in your ship with your crew of three (don't worry about them – they're all crushed to death about a minute later!). The crashed cruiser is quickly slipping into a deep chasm and you'll have to escape fast or the chasm will turn into your tomb! What follows is a race against time to escape the ship and rescue your trusty robotic dog companion – yes, the lovable dog from *Return to Doom* is back, and is a good side-kick – a sort of Topologika version of Floyd. Rescuing the dog is difficult, and indicates the level of difficulty throughout the rest of game. This is not only one of Peter Killworth's best games but also one of his hardest!

You needn't have played the previous two games to enjoy *Last Days of Doom*, but it helps a lot! If you have already visited the planet Doom and experienced the various inhabitants before, then the atmosphere and enjoyment of *Last Days* is greatly increased. In fact, knowledge of the previous games, though not essential for completion of *Last Days*, does help. If you have played *Return* and *Countdown*, then you will be much better prepared for some of the puzzles you encounter.

Puzzles are what *Last Days of Doom* is all about. They vary from simple object manipulation to incredibly complicated time-related posers. These puzzles cause a lot of frustration in the game; there are some objects that can only be used once, but due to a lack of an examine command or a helpful description you have no idea what they are! What follows is a lot of saving and restoring while you experiment with various spheres, rods and cylinders to try and discover what they all do. In fact you will find yourself dying a lot in this game as it is so difficult – with no Ramsave or Oops, you'll have to rely on good old-fashioned saving to disk which, although fast, is still an annoyance.

As with all Topologika games, *Last Days of Doom* has a comprehensive on-line help system, structured in stages. You initially get a partial clue, then a more detailed one, and so on. You are more or less guaranteed to use the help function of *Last Days* sooner or later!

The package also comes with a bonus game, *Hezarin*, on the B-side. *Hezarin* is a typical swords-and-sorcery style exploration game. It's large and well-written and it complements the science-fiction style of *Last Days* well.

Last Days is expensive – it's nearly double the price of the first two titles in the trilogy – but when you take into consideration the bonus game the price works out reasonable. Even so, £20 is a lot of money...

Original and well-written games are Topologika's strong point. Where other companies have moved on to developing flashy parsers and amazing graphics, Topologika has stuck with its original format. Although flashy parsers and amazing graphics do add to a game, they sometimes hide an unoriginal, illogical and poorly-written game. If you prefer a good old-fashioned challenging adventure with loads of well-thought-out logical puzzles, then buy it. In fact I recommend buying the whole trilogy – you won't regret your decision and you'll be busy adventuring for a long while!

ATMOSPHERE	80%
INTERACTION	67%
CHALLENGE	90%
OVERALL	**82%**

Countdown to Doom (reviewed AA26) ● £11.95, disk only

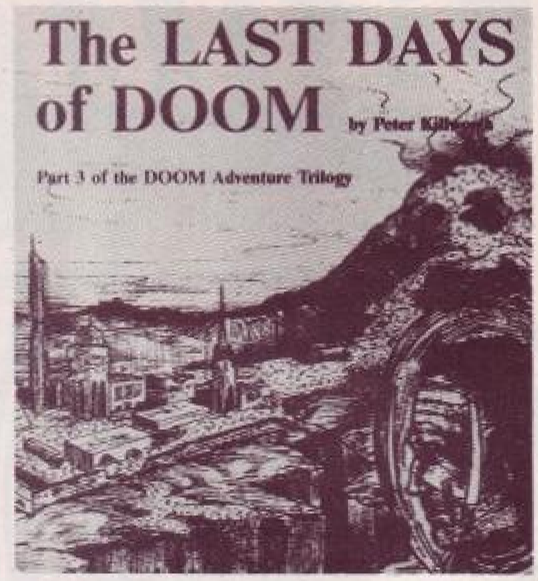
You crash-land on the mysterious planet Doom. The planet's atmosphere slowly corrodes your spaceship so you must fix it quickly. Searching for spare parts you'll also find treasure – escape, and you'll be rich.

OVERALL 59%

Return to Doom (reviewed AA35) ● £11.95, disk only

You visit Doom again, this time in answer to an ambassadorial distress call. *RTD* has devilishly difficult puzzles and introduces you to your trusty robot dog, who plays a large part in *Last Days*.

OVERALL 70%



Clue Sniffing with the Balrog

This is the only true clue pot for people in sticky situations. Accept no imitations.

Note well these names: Simon 'Aragorn' Netherwood, Huddersfield ● Ross Instone and David Roff, Walsall ● Nigel Arnott, Stretford ● Trevor Fuller ● Hazis Dolgizas ● Simon Avery, Chudleigh

These adventurers have earned everlasting gratitude for sending in their tips for this month's *Clue Pot*. You too can help put fellow adventurers out of their misery, as well as having the satisfaction of seeing your name in print and published around the world...

Base (especially for M J Palmer)

- To get through the grille in the showers, use soap after removing all clothes and go down.
- Lift the grate with the crowbar.

The Big Sleaze

- Whisper to the librarian about the maltese bullfinch.
- Central Park: Get out of car, Nx2, W, get net, E, N, E, N, W, N, examine bridge, shoot whale, catch whale, examine whale, get bullfinch, S, E, S, W, Sx3, get in car, touch wires, drive to Central Manhatten, get out, S, SE, enter building, push button, enter elevator, push button 102, leave elevator.

Castle of the Skull Lord

Get the saw. Climb the tree. Get the bee hive. Go down. Chop the tree. Get the oar – you need this to row the boat. Give the bee hive to the bear to get the key – which you need to open the castle door. You need a bone to hit the dog with. When you are hanging on the rope drop the torch. In the castle get the cross and holy water then bless cross. Show cross to vampire now you can get the torch.

SPECIAL OFFER

Brian Kerslake of Topologika has put together a special offer for *AA* readers – buy any three Topologika games for only £27!

So you could buy the complete *Doom* trilogy for £27 (a saving of £17) or any other three Topologika games. The games available are:

Acheton (AA29 – 69%) • Avon (AA51 – 87%) • Monster of Murdac (AA11 – 75%) • Countdown to Doom (AA26 – 59%) • Return to Doom (AA35 – 70%) • Last Days of Doom • Giant Killer • Kingdom of Hamil • Philosophers Quest (AA26 – 58%) • Hezarin

All you have to do is write out a cheque for £27 made payable to Topologika, send it to **PO Box 39, Stilton, Peterborough PE7 3RL** along with the three game titles you want. This special offer is only open to January 1st, so hurry!

COMPO CATACLYSM!

Blast, blast and double-blast! Eagle-eyed readers studying last issue's brilliant Balrog Birthday competition details have been jamming the *AA* switchboards following our minor oversight (whereby we managed to avoid printing about 99.5 per cent of the information you needed to enter).

Just to refresh your memory, if they answer the questions correctly, ten lucky readers stand to win copies of the following:
Castle Master
Lords of Chaos
Bloodwych
Computer Adventures – the Secret Art
Plus... a year's sub to the Adventurers Club Ltd
Plus... a copy of the ADLAN adventure creator to the first name out of the hat.

And the questions?

1) *Bloodwych* and *Lords of Chaos* are role-playing games – name another CPC role-playing game.

2) *Castle Master* was written by Incentive Software, which also markets a famous adventure writing system – what was this system called?

3) *ACL* is the longest established adventurers club in the UK – what year was it formed?

And last, but not least...

4) In which issue did yours truly, the Balrog, first write for *Amstrad Action*?

Send your competition answers, together with your preference for tape or disk, on a postcard or the back of an envelope to:

Balrog's Birthday competition,
Amstrad Action, Future Publishing Ltd,
Beauford Court, 30 Monmouth Street,
Bath, Avon BA1 2AP.

The closing date is the 15th November. Remember to say whether you require tape or disk!

Corruption

• If you can't get away from the hospital, then try this one:
WAIT until Nurse Stephenson goes out of your ward. GET UP. TAKE ALL FROM BRIEFCASE AND EMPTY BED. S, W, WEAR BANDAGE. Go to the TV room and GET ALL FROM LOCKER (having opened it). GET STETHOSCOPE (from Boris) then PUT them ALL EXCEPT PAPERS (which you must PUT ON BED) INTO PILLOW CASE. Go outside the Operating Theatre. LIE ON BED.

• It's not necessary to get out of the ambulance, but if you don't want your things to stay in the pillowcase then GET UP and GET ALL FROM PILLOW CASE. WEAR CLOTHES. REMOVE BANDAGE AND PYJAMAS. OPEN DOOR and when the traffic has stopped Outside le Monaco simply type "S".

• The main reason for going to hospital is for the stethoscope, with the help of which you can open David's safe found by REMOVing the TV. So WEAR the stethoscope. PUT it on safe TURN DIAL until it swings open.

Dracula (especially for Rene Johansen)

Part 2: Examine the seat in the carriage and open the compartment and get the blankets and wear them to survive the cold. Feel around in the bat's mouth and press the button to gain entry into the castle.
In the coach look in the woman's eyes.

Subsunk (especially for Stephen Wilson)

Fill beaker with water from basin. Get the broom from the broom cupboard and rubber sucker from tool box. Attach sucker to broom and you now have a plunger for the sink. Plunge basin and the water stops. This also drains all the water from the area below the 2nd deck passage.

Very Big Cave Adventure (especially for Darren Gregory)

To get the bird, open the can (and do it again for the Python!)

Wolfman (especially for Rene Johansen)

The numbers by the lock are linked to letters of the alphabet and read INSERT KEY AND PUSH.

Jinxter

Keith O'Conor has the answer to James Burr's problem: To carry the saddle across the cloud, put it in the sack (the one that the gardener leaves behind.)

Kentill & Rigel's Revenge

That incredibly helpful ranger, Simon Netherwood, has come to the rescue of Stephen Farrelly and Tim Bell:

• Kentilla: You need to go Sx3, W from Timandra to find Zelda and then S,W to the castle.

• Rigel's Revenge: After getting the bomb, mine detector, Rigelian uniform and gun, turn the dial on the detector and cross the minefield.

HELP!

Desperately stuck in an adventure? Then send in your question to the Balrog and it will be printed in the magazine. If you can, write to a Lord or Lady of Adventure but, if you can't find one with the game you want, then write to the Balg.

• **Stephen Borner** is troubled with **Ingrid's Back** and **Lord of the Rings** – In part three of *Ingrid's Back* he has the painting, diamond, letter and filofax but he can't get into the office, safe or bedroom.
In the *Lord of the Rings* he does not know how to get out of the Old Forest.

• **M J Palmer** is stuck in **Shard of Inovar** – How do you get the amulet of fire from the temple and get past the Naslava?

• **Paul Stones** has a couple of problems in **Tombstone** – he would like to know how you get past the ghost on the first stairway and also how you get out of the well.

• **J Constable** is desperate for help in **The Mystery of Arkham Manor** – He has found all the objects on side one of the tape except how to get the cross in the church. Everytime he tries to get the cross the Vicar arrives and says "leave that alone". Also, do you have to say anything to the Blacksmith to get him to talk?'

Lords & Ladies of Adventure

Five new Lords of Adventure join the Balrog's column this month, each one raring to answer your every problem. Remember – be polite, and don't forget the SSAE!

Colour of Magic • Forest at World's End • Gnome Ranger • Heroes of Karn • Rebel Planet • Questprobe • Seabase Delta • Subsunk.
The Dragon Master, 12 Gretton Crescent, Aldridge, Walsall, West Midlands, WS9 ODY

Questprobe 3
Rich Thomas, 85A St. Johns Road, Cannock, Staffs, WS11 3AL. Tel: (0543) 503045, Mon-Fri, 5-10pm.

Knightmare
Ross Younger, 3 Cammo Parkway, Edinburgh, EH4 8EP

Adult II • Base • Forest at World's End • Ghost House • Gremlins • Heroes of Karn • Hollywood Hijinx • Island • Message from Andromeda • Moonmist • Seabase Delta • Test • Wolfman.
Ben Isba, 11 South Road, Bowdon, Cheshire, WA14 2JZForest at World's End • Kobyashi Naru • Message from Andromeda • Quest for the Golden Egg-cup • Rigel's Revenge • Snowball • Venom.
Bill Bennett, 171 Stapleton Hall Road, London N4. Tel: (081) 340 3884

AA SMALL ADS

For Sale

£500 Amstrad software including Stop Press, Xpress, Advanced Art, Mini Office, Protext, Tasword, Tascopy, 60+ games. Also mouse, 64K expansion, two joysticks, all £70 o.n.o. Phone Alex on (087533) 252.

SWIVEL, fifty ball bouncing bat bashing thumb sucking mind warping labotomising levels to defeat. Send £2.00+ blank disk or tape to: Rebus Software, 27 Fairfoot Road, Bow, London, E3 4EG.

464 COLOUR, DDI disk drive, modulator, £300+ games, manuals, joysticks, loadsamags, books, lightpen, will split, excellent condition, worth £800+. Will sell for £500 together. Tel: (029675) 434 after 6pm.

CPC464 green screen, good condition, little used, manual, boxed Supercalc, other business and games programs, best offer over £150, please phone (0373) 62051 after 6pm. (Somerset).

DDI-1 disk drive: for £70 RS232 serial interface: for £20 64K memory expansion: for £15. TV Tuner turns Amstrad monitor into TV: £40 o.n.o. Ring Russell on (0279) 724616 after 6pm.

CPC6128 mono monitor, 2nd disk drive and DMP2000 printer, lots of software Pascal, dBase, Protext, Mini Office, 'C', Forth, Maxam, Pyradev scratchpad, plus more, £375. (0442) 43230.

CPC6128 green monitor, excellent condition £490 worth of games on tape and disk, joystick, leads, tape recorder and manual, boxed only £275 o.n.o. What a bargain. Tel: 091-528 0382 evenings/weekends.

RAMBASE 2. 34K PD database for the 6128. Send disk, SAE and £1 copying fee. Also 16 ACU magazines from 1985-87. Offers please: J. Fairlie, 20 Montague Road, Saltford, Bristol. Tel: (0225) 873988.

CPC464, colour monitor, two joysticks, Multiface Two, over ninety games, mags, worth £400+, must sell £220 or highest bidder. Interested? Ring (0981) 250092, ask for Paul, evenings not Fridays.

CPC464, colour monitor, Multiface II, disk drive, 120 games, basic and machine code books, Assembler, joystick, joystick splitter magazines, lightpen, 1 year old, £300 o.n.o. Phone Richard on Burntwood 3665 (after 4.00pm.)

CPC6128 with colour monitor, manual, AA dust covers, two dynamic Pro 5000 joysticks and £400 of disk and cassette games worth £800+ will sell for £350. Phone (0502) 565645 evenings.

AMSTRAD 6128 disk drive, colour monitor, joystick, black desk, swivel chair, dust covers, over £260 worth of games. All only 9 months old, must sell at a bargain price of £400. Tel: Carl (0325) 319004.

HEBREW word processor, CPC disk, pointed/unpointed text, £10 from C Farrow, 50 Aylen Road, Portsmouth, Hants, PO3 5HD.

AMSTRAD CPC464 with green screen monitor, various tape software i.e. Amsword, Mini Office II etc... DMP 2000 printer. Price complete £175 o.n.o. Telephone: (0392) 214425 anytime.

CAVES of Lore, olde style adventure games. Collect treasures from the underground labyrinth. Map and helpsheet free! £4.50 disk, £3.00 tape. Send SAE 28p and cheque to: Chris. Phone (0246) 827135.

CPC464 colour monitor, speech synthesiser, 2 joysticks, 123 original top games, 26 AA's, slight fault with sound but speech is perfect £225. Phone Leicester (0533) 766640 after 6pm.

AMSTRAD CPC464 mono monitor, MP2 modulator, lots of games including Robocop, Batman, Hard Drivin' and many others. Loadsa mags, excellent condition. Quick sale - £100. Tel: (0686) 650 516.

SECOND DISK DRIVE OWNERS. If you have a 3.5" or 5.25" disk drive with de-cable you can use your second drive as drive 'A'.. under Amstrad basic, AMS.DOS or ICP/M. No other disk operating system is needed to do this. No snapshotting to drive 'A' to run programs and with decable you can access both sides without removing disk from drive, just by flicking a switch. Mr. D. Geake, 4 Westmeads Road, Whitstable, Kent, CT5 1LR.

CPC6128, colour monitor, 30+ games, Mini Office 2, Art Package, Genius mouse, + interface, blank disks, loads of AA's/ACU's, books, RS232 interface, all worth over £800. Ring Tom with offers on (0392) 72673.

ARABIC word processor, CPC. Send £10 to C. Farrow, 50 Aylen Road, Portsmouth, Hants, PO3 5HD. Allow 2 weeks for delivery.

CPC464 2 monitors! Few games including Rick Dangerous etc. Many utilities Maxam, Gac, Pandora, books. Good condition, will sell for £300. Tel: Barry (0902) 679646 after 5pm.

DISK DRIVE for 6128, unused £60, offers. Gloucester 416021.

BUSINESS SOFTWARE for the CPC6128 and 6128+ small business accounts £27.60. Costmaster £28.75. Sample disk - contains all our software, without printing/disk routines £4.60. ABC Software, 31 Magdalen Way, Worle, W.S.M. BS22 0PG. (0934) 516714 anytime.

CPC6128 colour monitor. Various disk and tape games + Mini Office II + Advanced Art Studio, mouse and DMP2160 printer. Will sell everything for £380. Tel: (0202) 528357 (evenings).

CPC464 colour monitor, manuals, joysticks, magazines, desk, cassette racks, 128 games, everything in excellent condition, worth over £950 sell for £350 o.n.o. Buyer collects. Tel: 061-702 8996 after 4pm.

Wanted

COLOUR monitor for Amstrad CPC6128. Tel: Pete 081-317 9223 (mornings only).

Services

BARDS TALE parties for tape version with Grey Dragon Special, Wizard, Gold, Fire Horns, Free with beginners guide. Send £4.00 cheque or postal order to: Angela Allum, P.O. Box 116, Bracknell, RG12 4PQ.

AA SMALL ADS

This section offers you a really cheap and effective opportunity to speak direct to 35,000 CPC owners – or would-be owners. Users report excellent results.
You can place an ad up of up to 30 words for just **£5**.

So you could use it to sell a printer, launch a user group or advertise a piece of software you've written.
One thing you can't advertise is the sale or swap of software. Such ads can be misused by pirates.

Fill in the application form and send it to us together with payment.
We'll place the ad in the next available issue (published 2-7 weeks after we receive your order).

ORDER FORM

SEND TO *AA* SMALL ADS, FUTURE PUBLISHING LTD, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2AP

Please place the following advertisement in the next available issue of *Amstrad Action*

Name ____________________

Address ____________________

Telephone ____________________

I enclose payment of £5.00 by Cheque/ P.O/ Access/ Visa

Credit Card number ____________________

Credit Card expiry date ____________________

Classification. Tick box: ☐ For sale ☐ Wanted ☐ Services ☐ User Groups ☐ Other

Write your advertisement here, one word per box. Include your name and phone number if you want them

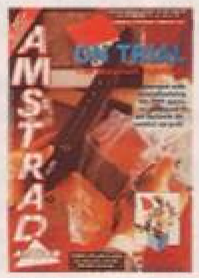
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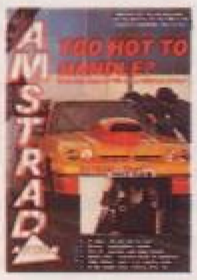
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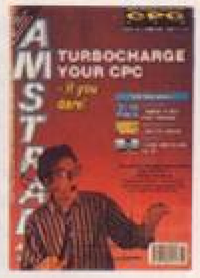
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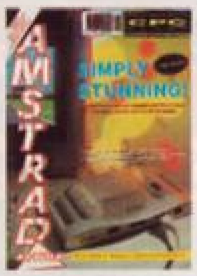
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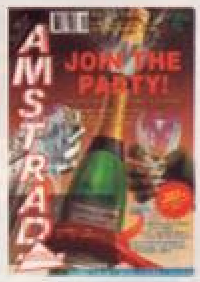
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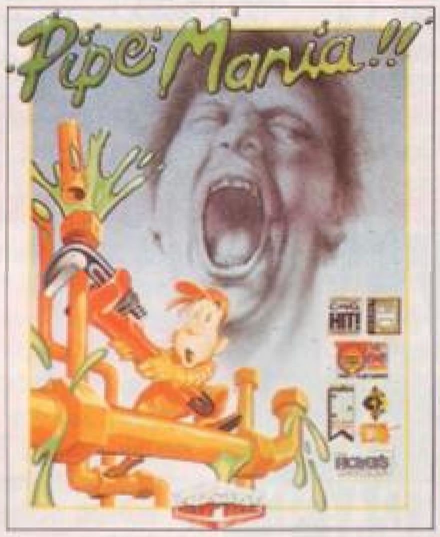
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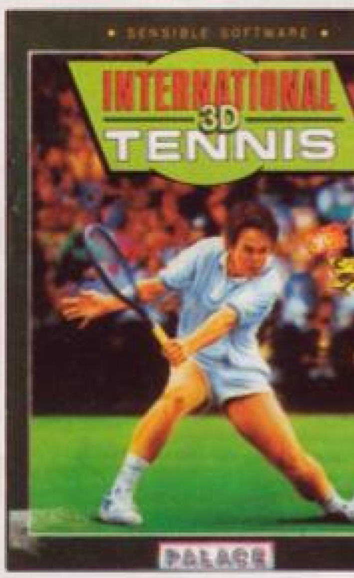
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Free for all

Greetings, my fellow key-tappers. Lady Lamb has returned with the regular two pages to bleat on about the virtues of the Public Domain, filled with programs at a price that won't fleece your pocket. This month I dip into the *Free For All* postbag – a sort of a 'sheep dip' I suppose...

LEGAL EAGLES

Remember the saga of the Bankman I mentioned last month? What do you mean, you didn't buy *AA* last month? Shame on you!

Well, I had a couple of complaints about PD Libraries which had supplied programs that required a file called BANKMAN.BIN to run, but these had not been included. I pointed out that the file is supplied by Amstrad on the two master disks that come with the 6128 (mustn't call them CPCs any more). The point was that after the gents asked what was going wrong, they both asked, "what legal action can I take?"

Well, chaps, I think you've missed the point. Recourse to instant litigation isn't quite the right attitude to take, for several reasons. Let's take a look at them.

There is a veritable mountain of programs available out there in the in the big wide world of Public Domain. I'll be the first to admit that, although the vast majority of them are well worth looking at, there are the occasional programs that would make you prefer to curl up in bed with a good book and a nice cup of Horlicks.

This is because on one end of the programming scale, some of them are written by enthusiastic beginners who are keen to try and get themselves 'known' in the CPC world. And at the other end of the scale, some programs are written by professional programmers who subsequently donate them into the Public Domain for the hell of it.

Don't get me wrong, I'm not knocking the enthusiastic beginner who writes a 2K program that simply erases back-up files. Who's to say that in days to come he won't go on to donate something akin to *Newsweep* or *VDE*?

It would be equally daft to try and knock the experienced programmer who, having donated his masterpiece to the masses, promptly sells his CPC and defects to the Amiga or PC.

The point of having the Public Domain arena is that it is a constantly bubbling cauldron of ideas in which both inexperienced and experienced programmers are learning new and old programming 'tricks' from each other. In the meantime, you and I as 'pleb end-users' benefit by being able to use the spin-off programs from all this technical interchange.

Talking about "how to take legal action" against PD Library because a program isn't exactly what you thought it was, is plain daft for a number of reasons.

Firstly, PD Librarys are often the innocent party. They are usually run by one or two people on a non-profit-making basis. (OK, there may be a fee involved but I'l explain the reasons for that next month.) Their motives for setting up a library are to keep the 'cauldron' bubbling. The more CPC Amsdos and CPC CP/M specific PD outfits that pop up, the more you and I benefit.

If you start sending letters hither and thither, threatening potential legal action because you haven't yet read your computer's manual properly then it will tend to discourage potential new libraries starting up, which in turn will eventually stifle the CPC Public Domain.

Last month I finally had enough time spare to plug in my modem, boot up MEX and take a trip around the bulletin boards in search of freebie downloads.

Bingo! I hit paydirt aftermaking only three calls. Aspects on 061-792-0260 is the place to land. There is a veritable tonnage of CP/M and CPC BASIC stuff to be stuffed into your micro. Aspects is run by Dave Gorski (the programmer of The Cage Comms ROM), who is a guru when it comes to talking about TURBO and JRT PASCAL.

The good news is that you don't have to wait about to be verified. No, just type in your full name and address and you are into the matrix with your very first log-on!

All of you who are beginning adult education courses or part-time degree courses (me included) which involve learning PASCAL could do well to log-on, register and then download JRT Pascal from Aspects. You can then badger the SysOp (System Operator) for some practical programming help!

I log on to Aspects with a CPC6128 and a Linnet modem set at 1200/75. The board is available 24hrs a day except for a short time around midnight when the SysOp carries out his daily update.

GET IN TOUCH

If you are running a Public Domain library, write to me here at the *Amstrad Action* office and tell me all about it. If you want me to review some of your library's programs (think about the free publicity) send them in on a 3-inch disk and I'll have a look. But (and this is a biggy BUT) if you want your disk returned please scribble your name and the return address clearly on the DISK label, not the case label. (Don't send me disk cases, they tend to get lost.)

You don't have to be running a Public Domain Library to get in touch with me personally, either – anybody can write in and tell me about their experiences with PD programs, the libraries that supply them or the back-up service provided.

So what is CP/M?

In answer to a few queries I've had from puzzled people out there, now's probably a good time to explain a few things about CP/M...

There is a wealth of wonderous Public Domain software available out there in the big wide world, available at ridiculously low cost for all sorts of different computers using widely differing Operating Systems

If it hadn't been for the creation of CP/M however, the Public Domain would not exist. So what is CP/M and why is it in our CPCs?

Alan Sugar and Doctor Gary Kirdall (maybe not in that order) certainly gave us CPC (and now the potential 'Plus') owners something to feel smug about when looking around at other computers. Most of the competition have only one Operating System, yet under our, hot and sweaty, fingertips we virtually have two computer systems working in the same box.

Yup, Amsdos is there when you initially power up your Arnold but stick in side one of the two disks that came with your gun-metal (or even cream-colured) beastie, type in the mystical command |CPM and you are into a whole new world.

Control Program and Monitor (or Control Program for Microprocessors depending how old you are) is a Disk Operating System that dates from pre-historic times (well, the mid-1970's anyway). It really is a dinosaur, the grandfather of all DOS's, not user-friendly, in fact it is positively user-hostile, but CP/M's saving grace is that it is extremely powerful.

For example, using CP/M+ it is possible to address sixteen disk drives from one machine. This means that it is possible to have fifteen extra 3.5-inch disk drives 'chained' onto the back of your CPC. Using the 796K, D20 disk format and including the built in 3-inch drive, it

means that you could have access to 12,118K of available disk space without even having to flip a disk. Impressive, huh?

Although CP/M appears very daunting to the first-time user, the good news is that with a little bit of blood, sweat and (a lot of) tears, you can learn to love the dinosaur and find the relationship a deeply rewarding one.

Deserted island disks

A few months ago I picked out my personal top ten PD programs that I would take with me if I were to be (accidentally-on-purpose) stranded on a deserted island. This month I'll have a look at the first of the three 'leisure' programs I selected...

● CLASSIC ADVENTURE

This is a text-only CP/M adventure game and it's one of the earliest implementations of the original that I've ever seen on a home micro. There are no pretty pictures in sight but I don't find this a limitation – in fact I find it a positive blessing. I prefer to use my imagination to picture what the loacations look like, not to be shown.

The first time I ever played this adventure waswhen I studied in Colchester, on Essex University's mainframe, way back in 1977.

Strictly speaking, the program shouldn't have been in the mainframe's memory tapes in the first place, but a kind boffin had placed it there. In addition I shouldn't have been using the department's mainframe 'out-of-hours'... Anyway, the point is that I spent a great many hours (too many) wandering around this fictitious world, unsuccessfully trying to complete some undefined mission.

Guess my surprise when I got a copy of the CP/M version of *Classic Adventure* from WACCI and found that after an initial message from the computer interface said: "Go read a book while I get my act together". After about sixty seconds I read the familiar message...

"Somewhere nearby is The Colossal Cave, where others have found fortunes in treasure and gold, though it is rumored that some who enter are never seen again. Magic is said to work in the cave. I will be your eyes and hands. Direct me with commands of one or two words. I should warn you that I look at only the first five letters of each word, so you'll have to enter "Northeast" as "NE" to distinguish it from "North". (Should you get stuck, type HELP for some general hints...)"

Quickly followed by...

"You are inside a building, a well house for a large spring... There are some keys on the ground here There is a shiny brass lamp nearby There is tasty food here There is a bottle of water here."

He he... if you now try typing HELP you will get some of this...

"I know of places, actions, and things. Most of my vocabulary describes places and is used to move you there. To move, try words like forest, building, downstream, enter, east, west, north, south, up or down. I know about a few special objects, like a black rod hidden in the cave.

These objects can be manipulated using some of the action words I know. Usually you will need to give both the object and action words (In either order), but sometimes I can infer the object from the verb alone. Some objects also imply verbs; in particular, "inventory" implies "take inventory", which causes me to give you a list of what you're carrying.

The objects have side effects; for instance, the rod scares the bird. Usually people having trouble moving just need to try a few more words. Usually people trying unsuccessfully to manipulate an object are attempting something beyond their (or my!) capabilities and should try a completely different tack.

To speed the game you can sometimes move long distances with a single word. For example, "building" usually gets you to the building from anywhere above ground except when lost in the forest. Also, note that cave passages turn a lot, and that leaving a room to the north does not guarantee entering the next from the south. Good luck!"

DRAUGHTY STUFF

This month, the program I want to review is something for the slightly more mature CPC user. PCB-DRAFT (82K) is a drafting program written by Bob Francis. Using this BASIC program, the user can design Printed Circuit Board layouts of up to 8 by 4.75 inches. The whole board layout is visible on the screen at once, hence making it easier to route tracks to component pads than with a system that only allows a part of the board to be visible at one time. This does restrict the size to 8" x 4.75" but it was felt that this was quite large enough for non-professional use.

The files that comprise version 1.0 of PCB-DRAFT are:-

PCBDRAFT.BAS	The main program.
PCBDRAFT.BIN	m/c support routines.
PCBDRAFT.DOC	The documentation file.
PCBDUMP.BIN	Printer dump routine
PCBEXAMP.BIN	A sample layout.
PCBDIAG.BAS	A loader for PCBDIAG.BIN
	PCBDIAG.BIN

What can it do then? Quite a bit, actually (she said, taking a big breath.) It can:

- Create a PCB layout of up to 8" x 4.75". It has four different-sized component pads.
- Do DIL pads and edge connector fingers.
- It can lay diagonal (45 degree) tracks.
- Tracks can be run between DIL pads.
- Parts of the layout can be moved or copied around.
- The layout can be flipped over through 180 degrees.
- Layouts can be written to, and read from, disk.
- All the colours used can be changed by the user.
- Repeat last command feature to speed things up. Two methods of drawing the tracks.
- Cursor moves in 0.05", 0.1" or 1" increments.

What can't it do? Well, for one thing it can't auto route (whatever that is). Evidently that takes masses of memory and masses of programming. It can't do double-sided layouts (easily). It doesn't have a component overlay facility.

Incidentally, this handly little program comes complete with the coveted Caroline Lamb seal of approval!

WHERE TO GO

· WACCI UK, 9 South Close, Twickenham TW2 5JE. Telephone 01 898 1090. As well as being a public domain library, WACCI is a fanzine of truly singular quality. Bung a quid and a half to 9 South Close and you'll receive a smaple issue with the PD lists contained therein. But do it today, becuase the WACCI library is a CPC-specific library second to none in the UK.

· DW Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. DW is the source of the marvellous WIMP environment desktop reviewed last month, as well as an gargantuan grab bag of other quality programs. Six clams will get you a PD disk positively bulging with superior software.

· Got a cassette-based system, and feeling left out of the fun? Tough! No, no, don't shuffle away sulking. Send a blank cassette and 40 new pennies to Robot PD llbrary, 2 Trent Road, Oakham, Rutland LE15 6HF and you'll receive a tape jammed packed with goodies. If you're one of those retiring careful types who consider the idea of sending off *40p!* to an unknown address absolutely outrageous, you can send for a free catalogue by contacting the above address (at least include a stamped addressed envelope, huh?).

· The CP/M User Group, 72 Mill Lane, Hawley, Dartford DA2 7RZ. The best CP/M user group in the UK and they have lots and lots of quality PD. Bung them a few quid for a copy of the latest newsletter.

· TUG II 0905 775191 V21/22/22bis/23 8N1. A bulletin board with a lively CPC section and a large amount of downloadable code. The board operates for 23 hours a day (what's this guy doing for the other hour?), so you should be able to make contact.

· Scull PD Library. A new library run by Alan Scully up in sunny Glasgow. Software is available on both cassette and disk, and although the library's pretty new, there's already an impressive catalogue of wares. Two cassettes-full will set you back 50p + stamped SAE + blank cassettes, £1 + stamped SAE + blank disk will get you two sides of software. Write to Scull PD Library, 119 Laurel Drive, Greenhills, E Kilbride, Glasgow G75 9JG.

· The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/PM catalogue.

Cheat mode

It's bigger than ever! UNCLE PHIL takes another tour of Cheat City...

I guess most people haven't even seen the new console system as yet, let alone thought of cheating on the games (oh, I don't know though...), but it is worth remembering that the Nintendo chappies quite often build help into their games. Although pokes, as such, won't be possible on ROM-based games, there are always keypesses, playing tips, passwords, maps, solutions, etc. etc etc...

I await your call!

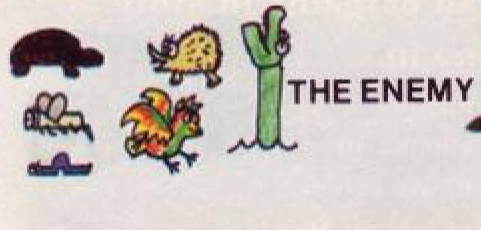
Laser Squad

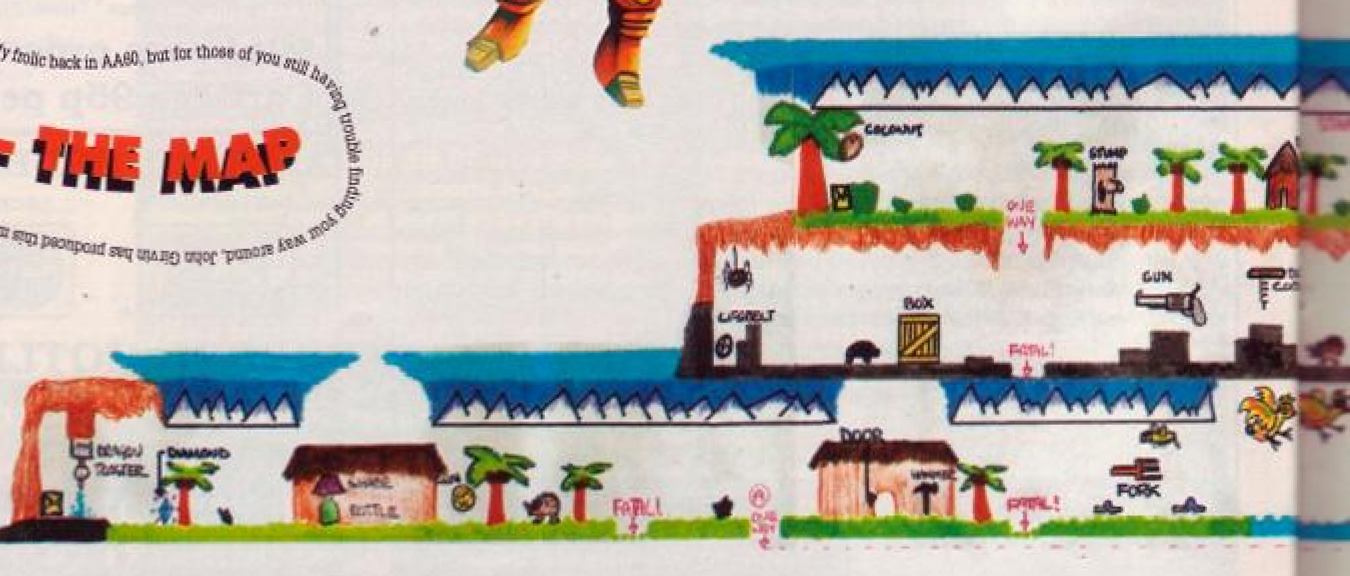
It's big poke day again! Thomas Jolly of Corbridge has really done the stuff with this cracking routine for the tape version of LASER SQUAD, it gives you just about everything you could possibly need, and more... Waste some 'scape with a dozen off the rocket launcher! All in all a Jolly fine cheat... is no one safe?

```
{FuAq} 10·'·LASER·SQUAD·POKE
{BtAv} 20·'·DELETE·MARKED·LINES·AS
{ApAo} 30·'·DESIRED.
{PnAu} 40·'·BY·THOMAS.E.JOLLY·21/6/90
{PsAs} 50·'·**CAN·LEAVE·OUT·REMS**
{GtAs} 60·FOR·A=&BE00·TO·&BF59
{IlAo} 70·POKE·A,0:NEXT
{PrAq} 80·RESTORE·160:LN=0
{GwBk} 90·READ·D$:IF·D$="****"·THEN·170
{NvAw} 100·A=VAL("&"+D$):LN=LN+1:CHK=0
{DpBk} 110·READ·D$:IF·D$<>"*"·THEN·140
{PlAu} 120·READ·D$:SUM=VAL("&"+D$)
{LkBi} 130·IF·CHK<>SUM·THEN·200·ELSE·90
{FrAv} 140·V=VAL("&"+D$):CHK=CHK+V
{DsAt} 150·POKE·A,V:A=A+1:GOTO·110
{CwAm} 160·GOTO·110
{HxBk} 170·MODE·1:PRINT"REWIND·LASER·SQUAD"
{FoAx} 180·PRINT"TAPE·SIDE·1·&·PRESS·PLAY"
{HjAo} 190·CALL·&BE00
{IlBi} 200·PRINT"ERROR·IN·DATA·BLOCK#";LN
{GkAl} 210·END
{MnAr} 220·'·LEAVE·THESE·LINES
{BoAn} 230·DATA·BE00
{NwAw} 240·DATA·3E,16,11,03,01,21,30,75
{KpAw} 250·DATA·CD,A1,BC,3E,C3,21,19,BE
{FjAx} 260·DATA·32,94,75,22,95,75,C3,30
{GmAx} 270·DATA·75,F5,E5,3E,01,21,00,7F
{MiAx} 280·DATA·32,94,75,22,95,75,3A,BB
{CvAw} 290·DATA·52,2A,BC,52,32,56,BF,22
{JrAw} 300·DATA·57,BF,3E,C3,21,42,BE,32
{KnBi} 310·DATA·BB,52,22,BC,52,E1,F1,C3
{BnAx} 320·DATA·94,75,F5,C5,D5,E5,3A,56
{GjAv} 330·DATA·BF,2A,57,BF,32,BB,52,22
{HlAx} 340·DATA·BC,52,3E,C3,21,00,D0,32
{NtAw} 350·DATA·C8,52,22,C9,52,21,6F,BE
{DxAx} 360·DATA·11,00,D0,01,E7,00,ED,B0
{KrAu} 370·DATA·E1,D1,C1,F1,C3,BB,52,DD
{InAx} 380·DATA·22,FE,FF,ED,53,FC,FF,22
{AkAx} 390·DATA·F8,FF,ED,43,FA,FF,3E,3A
{FpAu} 400·DATA·21,7E,63,32,C8,52,22,C9
{FpAv} 410·DATA·52,DD,21,40,01,11,28,00
{KjAp} 420·DATA·06,08,*,4445
{HuAr} 430·'·CONSTITUTION·254
{PnAn} 440·DATA·BE92
{BqAx} 450·DATA·DD,36,06,FE,DD,36,07,FE
{LsAo} 460·DATA·*,42F
{JjAo} 470·'·STAMINA·254
{IqAn} 480·DATA·BE9A
{KiAu} 490·DATA·DD,36,08,FE,DD,36,09,FE
{HiAn} 500·DATA·*,433
{HnAu} 510·'·WEAPON/COMBAT·SKILL·100
{LwAn} 520·DATA·BEA2
{IlAw} 530·DATA·DD,36,11,64,DD,36,12,64
{NnAn} 540·DATA·*,311
{GlAo} 550·'·AGILITY·254
{JnAo} 560·DATA·BEAA
{JtAs} 570·DATA·DD,36,14,FE,*,225
{FiAo} 580·'·STRENGTH·255
{NtAm} 590·DATA·BEAE
{InAs} 600·DATA·DD,36,13,FE,*,224
{HoAn} 610·'·MORALE·254
{AjAo} 620·DATA·BEB2
{JmAv} 630·DATA·DD,36,0A,FE,DD,36,0B,FE
{LvAn} 640·DATA·*,437
{AtAq} 650·'·LEAVE·NEXT·LINE
{AuAn} 660·DATA·BEBA
{EnAt} 670·DATA·DD,19,10,D4,*,1DA
{IjAs} 680·'·ARMOUR(4)=120,WT·1,COST·1
{CnAn} 690·DATA·BEBE
{DkBi} 700·DATA·21,78,78,22,27,64,22,29
{BvBj} 710·DATA·64,3E,01,32,2B,64,32,2D
{AqAx} 720·DATA·64,3E,FE,32,2C,64,*,62E
{BlAw} 730·'·LEAVE·THESE·LINES·IF·ANY
{LsAs} 740·'·WEAPONS·ARE·BEING·POKED
{JwAn} 750·DATA·BED4
{LjAw} 760·DATA·3A,F4,02,FE,05,38,12,3E
{IpAx} 770·DATA·0D,32,94,D0,21,B0,7B,22
{EvAx} 780·DATA·8A,D0,3E,78,32,E2,D0,18
{GrAv} 790·DATA·0B,3E,0E,32,94,D0,21,50
{PwAv} 800·DATA·7C,22,8A,D0,21,00,00,7E
{OrAw} 810·DATA·23,FE,0C,20,FA,7E,FE,00
{FmBk} 820·DATA·20,F5,2B,EB,ED,53,F6,FF
{DuAo} 830·DATA·*,17F0
{KqAv} 840·'·MARSEC·100%ACC·ON·AUTOS,
{BjAw} 850·'·COSTS·1·TO·FIRE,·AUTO·CANNON
{AuAs} 860·'·DAMAGE(BUT·NO·EXPLOSION)
{CmAw} 870·'·EVEN·HIGHER·CLOSE·COMBAT
{JkAl} 880·'·DAMAGE
{DsAo} 890·DATA·BF0C
```

LITTLE PUFF - THE MAP

We brought you the complete solution to Codemasters' fluffy frolic back in AA60, but for those of you still having trouble finding your way around, John Girvin has produced this map showing the location of all those valuable little objects...





Rex

Fancy a bit of rock-hopping mercenary style? Graham has the answer to the Rex problem, make him even thicker than ever (skinned that is!). Onward Rex (down Sheep) the great tower awaits your mad blitz that wreaks havoc and destruction...it says.

```
{LsAn} 1·'·Rex·····tape·
{HvAq} 2·'·By·Graham·Smith
{EwAs} 3·'·Infinite·lives
{JsAm} 4·'·Method·1
{FuAJ} 5·'
{DiAs} 10·DATA·2a,39,00,22,14
{KtAs} 20·DATA·be,21,0d,be,22
{CvAs} 30·DATA·39,00,c9,f5,af
{EtAt} 40·DATA·32,11,3f,f1,c3
{JiAs} 50·FOR·j=0·TO·19:READ·a$
{HpAs} 60·x=VAL("&"+a$):y=y+x
{JvAt} 70·POKE·j+48640,x:NEXT·j
{CrAr} 80·IF·y<>1057·GOTO·100
{IlAr} 90·CALL·48640:RUN"
{OsAp} 100·PRINT"data·error
```

●Multiface poke for Rex tape

Address = 3F11 Poke = 00



NEW KIDS BLOCK

If it's worrying you that the pokes in *Cheat Mode* look just like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! They are in fact programs, written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one, is:

1) Make sure the routine is written for your format – disk or tape – they will not generally work with both.

2) Type it in to the computer, making sure there are no errors.

(Typing routines is always prone to errors, so, there are a couple of things that we have done which are designed to help. The first are the funny numbers within the "{ }" brackets on the left. They are NOT to be typed in, but are a code produced by the TYPEWRITER program printed now and again in the *Type-Ins* section. It checks each line as it is typed in and produces a code which can be compared with that printed.

Secondly, we have replaced all SPACES in the lines by DOTS, which makes them easier to see (you won't find 'dots' on the keyboard, by the way, no matter how hard you look!). Got a DOT? Replace with a SPACE!

Quite often the routine itself will have a built-in check on the DATA numbers and will advise if one of them is typed in wrongly.)

3) Save the program to tape or disk (not the game tape or disk) so that it can be used again.

4) Put in the game tape or disk and type |TAPE or |DISC.

5) Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

You should find that the game will load normally, or you will be given instructions what needs to be done next.

```
{FuAv} 900·DATA·21,D3,D0,01,14,00,ED,B0
{EiAn} 910·DATA·*,376
{MoAw} 920·'·AUTO·CANNON/ROCKET·LAUNCHER
{FsAu} 930·'·20·AMMO,100%ACC·+·RKT.LNCHR
{LxAw} 940·'·HAS·AUTOSHOTS·&·AUTO·CANNON
{PvAs} 950·'·DOES·RKT.LNCHR·DAMAGE.
{IoAn} 960·DATA·BF14
{AtAw} 970·DATA·2A,F6,FF,11,64,00,19,EB
{MjAx} 980·DATA·21,F0,96,22,DB,D0,22,DD
{JiAx} 990·DATA·D0,22,DF,D0,21,D3,D0,01
{DmAr} 1000·DATA·14,00,ED,B0,*,E22
{MxAr} 1010·'·LEAVE·THESE·LINES
{OsAo} 1020·DATA·BF30
{GnAv} 1030·DATA·DD,2A,FE,FF,ED,5B,FC,FF
{GnAx} 1040·DATA·ED,4B,FA,FF,2A,F8,FF,C3
{NiBi} 1050·DATA·C8,52,01,01,00,08,96,FE
{ImBj} 1060·DATA·01,01,20,10,10,20,F0,96
{MiAx} 1070·DATA·A0,77,FE,FF,0A,08,00,00
{HpAq} 1080·DATA·00,*,142A
{PqAo} 1090·DATA·****·  ●
```

● Multiface poke – you must be joking!



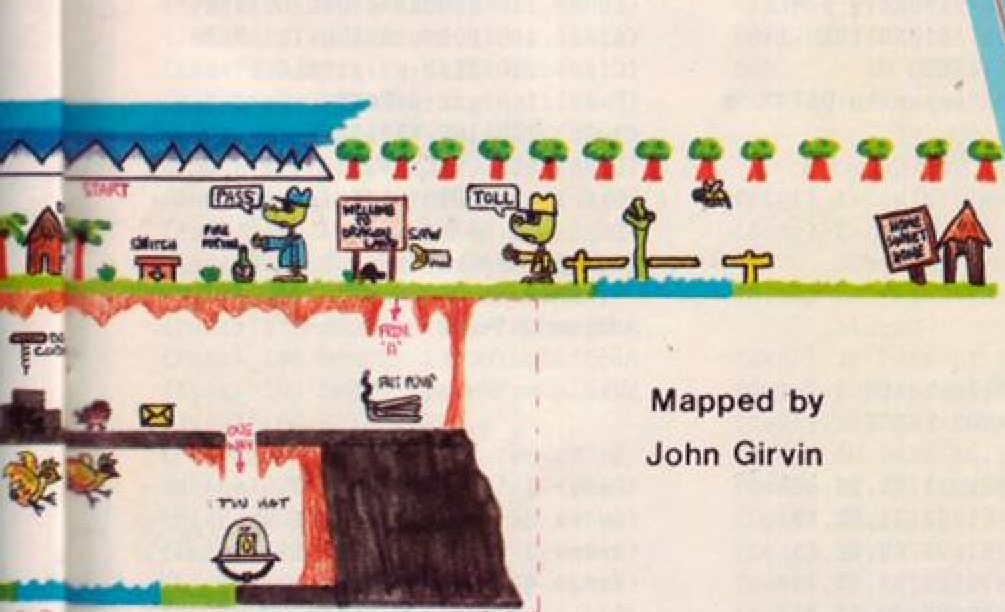
Turrican

There was a time when Turri couldn't, but give him the right treatment and ***TURRICAN***. Thanks for this tape poke to the Street cheat Graham Smith... never eard of 'im!. This poke only works on the first 4 levels so you're on your own after that.

```
{BmAq} 1·'·Turrican···tape·
{HvAq} 2·'·By·Graham·Smith
{EwAs} 3·'·Infinite·lives
{ItAt} 4·'·Infinite·vitality
{FuAJ} 5·'
{NiAu} 10·DATA·06,00,11,70,01,cd
{JsAu} 20·DATA·77,bc,2a,05,01,67
{HvAt} 30·DATA·ee,75,6f,22,00,02
{IoAu} 40·DATA·c3,00,01,21,7e,00
{JxAu} 50·DATA·22,59,1b,c3,00,1b
{DiAu} 60·DATA·af,32,f0,04,3e,c3
{LpAs} 70·DATA·32,63,8f,c3,00,03
{JuAq} 80·FOR·j=0·TO·41:READ·a$
{CtAt} 90·x=VAL("&"+a$):y=y+x
{FrAq} 100·POKE·j+96,x:NEXT·j
{BnAs} 110·IF·y<>3644·GOTO·130
{NrAo} 120·CALL·96
{RiAq} 130·PRINT"data·error ●
```

●Multiface poke for Turrican tape

Address	Poke	Effect
04F0	00	Inf Vital
8F63	C3	Inf Lives



Mapped by John Girvin

LAST NINJA 2 - complete solution

He's been at it again! *LAST NINJA 2* has fallen to the wiles of ace gameplayer Stephen Troup (bet Trento never got this far, eh Steph?) a complete solution to a great game, I never thought there was so much in it!

● Level 1

Go behind the curtains and punch the flashing box on the wall. Return to the start room where a hole will have appeared in the floor, drop through it. Pick up the key and leave this room. Leave this room by the bottom exit. In the box are some shurikens, to get them "pick up" in front of the box. Leave this room through the left-hand exit. In this room is the Knife-juggler who is invulnerable, dodge the knives and keep on moving to the exit on the left. In this room select the shuriken as your weapon and throw one at the man who runs at you. Get the map. Climb the wall bars and leave by the left. Jump the gaps. At the far side is a pole, get it and leave the way you came in. Climb down the wall bars by walking backwards into them. Leave this room by the left then exit the next by going up. Select the key, "pick up" to unlock the gate and exit through it. Jump the river, using the boat (practice required) then leave the room. Be careful of the killer bees. Go up the winding the path and jump at the edge of the water to arrive at the island. Go to the bushes and push the boat using your pole, it should move. Go to the bottom corner of the island, run and then jump to land on the path. Leave this room by the exit at the side of the screen. Cross the river, same as before, but more quickly. On to level 2



● Level 2

Leave by the bottom exit and cross the road (not where the lights are flashing). Cross the road again in the next screen. Run along the street in the next two screens. Pick up the hamburger from the stand and the bottle. Cross the road and follow the street until you reach a dead end. In the open door, "pick up" and you will get a manhole cover remover. Retrace your steps back to the EATS SHOP and cross the road. Follow the pavement round into the next screen, go around the corner and leave by the bottom exit. Pick up a hotdog from the stall and continue in the same direction until you enter a room with a manhole cover in it. Select the manhole cover remover, stand on the manhole cover and "pick up". It should open, if not try a different position. When it opens, drop down and enter level 3

● Level 3

In the first room, ignore the first door and leave by the top exit. Go through the door into the next screen and stay close to the wall. Leave by the door, pick up the key, and leave by the door. In the next room stay on the paving stones nearest to the door, run and jump over the gap into the next room. Careful in this room, the hole you need to jump over looks like a step up. Jump the hole into the next screen and fight the man. Follow the pathway around the outside and into the room next door. In this room you will see a grate, use the key on it and walk backwards down the hole. Walk into the nearest room and leave by the furthest

Quattro Power Pack

Codemasters *QUATTRO POWER PACK* four-in-one compilation gets a sound poking by Dunstable's Andy Price, who provides a complete set of infinite lives, time bikes etc, but only gets one mention (hardly seems fair does it?) – a fourfold find for the fourfold fans.

```
{MnAu} 1·'·Moto·Cross·Simulator
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{NpAs} 10·DATA·2A,38,BD,E5,AC
{JrAr} 20·DATA·E1,22,2F,BE,AD
{ArAt} 30·DATA·21,37,BD,3E,C3
{JjAt} 40·DATA·77,23,3E,23,77
{CoAu} 50·DATA·3E,BE,23,77,21
{FoAq} 60·DATA·40,00,E3,11,00
{GuAr} 70·DATA·BB,00,C3,4A,3A
{HrAs} 80·DATA·AF,32,C7,05,32
{IpAr} 90·DATA·2B,0D,00,00,00
{JwAm} 100·DATA·00,CF
{FoAr} 110·MEMORY·&3000:LOAD""
{AjAs} 120·FOR·y=&BE00·TO·&BE2E
{CiAu} 130·READ·p$:p=VAL("&"+p$)
{IuAw} 140·ch=ch+p:POKE·y,p:NEXT
{EpAv} 150·IF·ch<>&10A8·THEN·170
{LtAo} 160·CALL·&BE00
{EpAt} 170·PRINT"error·in·DATA"
```

● Multiface poke for Moto Cross sim

Address	Poke	Effect
05C7	00]	Bikes
0D2B	00]	

```
{MpAp} 1·'·Twin·Turbo·V8
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{NpAs} 10·DATA·2A,38,BD,E5,AC
{MmAr} 20·DATA·E1,22,31,BE,AD
{ArAt} 30·DATA·21,37,BD,3E,C3
{JjAt} 40·DATA·77,23,3E,23,77
{CoAu} 50·DATA·3E,BE,23,77,21
{FoAq} 60·DATA·40,00,E3,11,00
{GuAr} 70·DATA·BB,00,C3,4A,3A
{LtAr} 80·DATA·AF,32,50,65,3E
{BuAq} 90·DATA·99,32,EE,1B,EE
{LxAq} 100·DATA·41,EE,50,CF
{FoAr} 110·MEMORY·&3000:LOAD""
{AiAs} 120·FOR·y=&BE00·TO·&BE30
{CiAu} 130·READ·p$:p=VAL("&"+p$)
{FxAu} 140·x=x+p:POKE·y,p:NEXT
{JuAu} 150·IF·x<>&14A8·THEN·170
{LtAo} 160·CALL·&BE00
{OkAr} 170·PRINT"DATA·error"
```

● Multiface poke for Twin Turbo V8

Address	Poke	Effect
A550	00	time
1BEE	99	lives

```
{PwAq} 1·'·Pro·Powerboat·Sim'
{GwAr} 2·'·by·ANDY·PRICE
{ApAp} 3·'·tape·method·1
{FtAj} 4·'
{DlAs} 10·DATA·ED,5B,38,BD,ED
{MpAq} 20·DATA·53,3D,BE,AD,3E
{CmAt} 30·DATA·59,A4,CB,77,AF
```

exit. Walk through the next screen and the screen after that, leave by the middle door. Don't use the doors here, follow the path around the side and when you reach the next set of doors, use the one nearest to the ladder. Run through the next screen into the alligator room. To get past the alligator, go right. When it comes out dash behind entering level 4.



● Level 4

Go through the boxes at the top of the screen and climb the ladder on the next. Return to the first room and pick up the credit card. Follow the catwalk around until you see a gap in the wall. Enter and take the chicken leg from the plate. Retrace your steps to the ladder and go down backwards. Leave by the top of the screen and go around the corner to the next. This leads to the screen with moving carts. To get past go right to the boxes, and run across the tracks (timing must be perfect). In the next room go around the corner and enter the next. Around the corner again and enter the room with pillars. Jump from one to another until you reach the pillar opposite the man. Move close to him and fight. Once disposed of, jump onto the rest of the pillars and enter the next screen. Go around the box and enter the next room. Leave by the right hand side of the screen, in the next there is a panther. Hold the chicken leg and go to the panther, when it raises its head, "pick up" and it will start to chew. Be ready for it to lunge, as it does move out of the way. Walk behind it into the next room. Fight the woman, hold the card and move towards the control panel. "Pick up" and the lift will come down, enter level 5.

● Level 5

Leave the first room and enter the door in the next. In this room "pick up" at the computer terminal facing and you will be given a number. Leave and follow the corridor around until you come to a room with two doors. Enter the first and get the shurikens from the table (do not use, needed later). Leave and enter the second room, holding the number will open a door. Enter and climb the ladder through the door at the top. The next room has a giant fan, move to the right to avoid being blown away. Move to the far left of the fan shaft and throw a shuriken, the fan should stop, if it doesn't try again. Move to the grate, "pick up" and the grate will pull away. You will be on a ledge, run and jump off the left hand side to another ledge. Fight the man and move around the corner into the next room. Fight the man and climb the ladder. Avoid the man in the next room, and leave by the top of the screen. You will see a helicopter. Move to the top corner of the building. Face the helicopter and "pick up", you will take off with it into level 6.

● Level 6

Drop from the helicopter onto the nearest pillar, then to another, and left to the walkway. Enter the next room and fight the man. Walk backwards into the skylight, and fall into the mansion. Do not use the door in the first room but enter the second and use the door here. Pick up the objects from the wall and return to the first room, and use the door. Here you will see a hole in the wall, fall through into the kitchen. If you use the stairs the alarm will sound, go to the room next to the kitchen and "pick up" at the control panel in the bookcase. In the hallway, at the bottom of the stairs, look behind the plant and you will find a door. Go through, down the steps, and "pick up" at the control panel. Enter the door, get through the barriers into the steam room. Open the second door last and the steam will move. Walk through the next room into the room with the giant star. "Pick up" at the picture to reveal the safe. "Pick up" again and enter the code number (terminal level 5). The Orb will be revealed. "Pick up" at each point of the star so that each candle is lit. Get the orb from the safe. Kunitoki will now appear. You can only kill him permanently while he is in the giant star.

Phew!



```
{DsAt} 40·DATA·21,37,BD,3E,C3
{OvAs} 50·DATA·77,23,3E,28,77
{FpAu} 60·DATA·3E,BE,23,77,21
{IpAq} 70·DATA·40,00,E3,11,00
{JvAr} 80·DATA·BB,00,C3,4A,3A
{KrAt} 90·DATA·3E,09,32,2C,88
{OjAt} 100·DATA·3E,12,32,31,88
{OkAt} 110·DATA·3E,08,32,3C,88
{IjAt} 120·DATA·3E,17,32,41,88
{OmAn} 130·DATA·CF,00,00
{PsAq} 140·FOR·ad=&BE00·TO·&BE3E
{LnAt} 150·READ·a$:a=VAL("&"+a$)
{FpAt} 160·y=y+a:POKE·ad,a:NEXT
{DuAt} 170·IF·y<>&168E·THEN·280
{FmAr} 180·MEMORY·&3000:LOAD""
{AkAs} 190·INPUT"lives·for·p1";p
{JqAn} 200·POKE·&BE33,p
{FvAr} 210·INPUT"lives·for·p2";p
{NuAo} 220·POKE·&BE29,p
{PlAr} 230·INPUT"mines·for·p2";p
{BwAp} 240·POKE·&BE2E,p
{PiAs} 250·INPUT"mines·for·p1";p
{CxAo} 260·POKE·&BE38,p
{NnAo} 270·CALL·&BE00
{HkAs} 280·PRINT"Error·in·DATA" ●
```

● Multiface pokes for Powerboat sim

Address	Poke	Effect
883C	No	lives (1)
8841	No	mines (1)
882C	No	lives (2)
8831	No	mines (2)

```
{PtAt} 1·'·ATV·Simulator·cheat
{DvAx} 2·'·by·ANDY·PRICE·&·PHIL·
       HOWARD
{HiAv} 3·'·Function:·stops·the·
       clock
{EkAr} 10·DATA·21,70,01,11,35
{GkAs} 20·DATA·04,3E,16,CD,A1
{CvAs} 30·DATA·BC,2A,0E,BC,22
{PnAr} 40·DATA·B5,BE,3E,C3,32
{OoAr} 50·DATA·0E,BC,21,9F,BE
{LqAt} 60·DATA·22,0F,BC,CD,80
{EqAt} 70·DATA·01,E5,21,AB,BE
{AwAt} 80·DATA·22,8E,98,E1,CD
{IpAv} 90·DATA·B4,BE,C9,F5,AF
{AqAt} 100·DATA·32,1E,4C,F1,C3
{LqAr} 110·DATA·00,04,CF,00,00
{FpAr} 120·FOR·ad=&BE80·TO·&BEB6
{KqAs} 130·READ·x$:x=VAL("&"+x$)
{IxAs} 140·POKE·ad,x:z=z+x:NEXT
{EpAu} 150·IF·z<>&1800·THEN·180
{OxAr} 160·MODE·0:PRINT"Press·PLAY"
{KvAp} 170·CALL·&BE80
{OwAt} 180·PRINT"DATA·error":STOP ●
```

● Multiface poke for time on ATV Sim

Address = 4C1E Poke = 00



BMX Freestyle

Thomas and Ellen O'Donohoe from Hanwell and Stephen Matthews of Kings Lynn have found a cheat for ***BMX FREESTYLE*** - type TAEHC (that's Cheat backwards) into the hi-score table, and guess what happens



Bloodwych

Here is a slightly unethical tip for ***BLOODWYCH*** from Robert Melody of Purley, who suggests that you should select a two-player game and choose parties for both players. When the game starts get player two's party to drop all their eqipment and then kill them (???), player one's party can then pick up all their equipment and sell everything which isn't needed. Thanks Bobby, a clever cheat, but don't come to live next door to me! - only joking



MULTIFACE POKES

Converging at an almost impossible point in their journey, the company (Carl Surry of Barnet, John Brown of Wittering, David Aird of Waterthorpe and Graham Smith of Street) paused to reflect. The way forward was blocked! Tt was as though the creators had forseen this, and there was just one line of escape. Bravely they reached for the most awful weapon in their armoury, and pressed the red button....

NAME		ADDRESS	POKE	EFFECT
Nemesis	(d)	9D74	00	Inf lives
		9B9F	18}	Invunerability
		9BA0	05}	
Dan Dare 3	(t)	06FA	00	Inf jet pack
		4BBD	00	Inf ammo
		E7AA	00	Inf energy
		F744	00	Inf lives
Astro Marine Corps	(d)	4FD5	FF	grenades (part 1)
		4234	FF	grenades (part 2)
Dynasty Wars	(d)	2B3B	C9	Inf energy
Get Dexter	(t)	7ED1	00	Inf energie
Silkworm	(t)	4D69	00	Inf lives
Plasmatron	(t)	0352	FF	Inf damage
Xybots	(t)	A8F3	C9	Inf credits
Speedzone	(t)	2832	A7	Inf lives
Parabola	(t)	8514	00	Inf lives
Prohibition	(t)	09BC	FF	255 lives
Race Against Time	(t)	900C	AF	stops clock
		8E7C	39	9 minutes
Dragons Lair	(d)	25A7	A7	Inf lives
Rick Dangerous	(t)	88C3	A7	Inf lives
		9F35	A7	Inf bullets
		9F90	A7	Inf dynamite
Live and let die	(t)	7417	A7	Inf fuel
Antiriad	(t)	5BBE	B7	Invulnerability
		6F58	B7	Inf energy
		6F3A	00	Radiation (1)
		6F3B	00	Radiation (2)

THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, its worth a try). In case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

a) Load the game as normal.
b) Press the RED button on the MULTIFACE.
c) Press "T" for tool.
d) Press "*" to make sure you select the code.
e) Press "H" for HEXADECIMAL input.
f) Press "SPACE" for input.
g) Type in the ADDRESS (4 characters ie. 3A7C)
h) Type in the POKE (2 characters ie. A7)
i) Press "RETURN"
j) If there is more than one poke goto (f)
k) Press "ESC" back to the menu.
l) Press "R" return to the game.

Knightmare

I suspect a lot of people are struggling to get started on ***KNIGHTMARE.*** Vinay Poran of Leeds supplies the information to get you past the first couple of screens (further than I could manage) - Go to the dripping wall and TAKE WATER, give the water to the old man. Take the food and give it to the old man, he will give you a magic spade. Move into the second room using OPEN DOOR and use the spade, then you can then carry on with the journey.

Equinox & Three Weeks in Paradise

Here are a couple of keypresses for older games (there's nothing wrong with that!) ***EQUINOX*** - Collect the PETE object move to the extreme top left of the start screen then press "R", "N" and "C" keys together for infinite lives. ***THREE WEEKS IN PARADISE*** - get killed, then immediately press the keys "K", "A", "T", "H" until you obtain infinite lives. Both supplied by Tomasz Sztuka who emanates from London. So who are Pete and Kath?

Every poke, map, hint and solution from the last twelve issues of *Amstrad Action*!

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Hard drivin'	Disk Poke	AA58
Harrier attack	Tape Poke	AA50
Heroes of the lance	Solution	AA61
Hoppin' mad	Tape Poke	AA58
Hotrod	Disk Poke	AA60
Human killing machine	Keypress	AA60
Ikari warriors	Tape Poke	AA58
Impossamole	Keypress	AA60
Indy jones + last crusade	Keypress	AA52
Indy jones + last crusade	Keypress	AA55
Into the eagles nest	Disk Poke	AA50
Into the eagles nest	Keypress	AA55
Into the eagles nest	Keypress	AA57
Italian supercar	Tape Poke	AA59
Italy '90	Keypress	AA61
Jinks	Keypress	AA57
Joe blade 3	Tape Poke	AA55
Joe blade 3	Playing Tip	AA58
Jungle warfare	Keypress	AA61
Klax	Disk Poke	AA61
Knightmare	Playing Tip	AA62
Laser squad	Tape Poke	AA62
Laser squad	Playing Tip	AA56
Last ninja 2	Keypress	AA60
Last ninja 2	Solution	AA62
Licence to kill	Disk Poke	AA50
Little puff	Keypress	AA58
Little puff	Solution	AA60
Lost caves	Tape Poke	AA54
Lost caves	Tape Poke	AA55
Monty on the run	Tape Poke	AA50
Moto cross simulator	Tape Poke	AA62
Mr heli	Disk Poke	AA53
Mutant fortress	Tape Poke	AA55
Myth	Playing Tip	AA57
Myth	Disk Poke	AA60
Navy moves	Tape Poke	AA51
Newzealand story	Tape Poke	AA53
Newzealand story	Keypress	AA55
Nuclear heist	Keypress	AA59
Olli and lissa 3	Tape Poke	AA57
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Wonderboy	Tape Poke	AA60
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Xenon	Tape Poke	AA51
Xout	Keypress	AA59
Yogis great escape	Tape Poke	AA60
nt x 2	Password	AA53
Airborne ranger	Tape Poke	

MULTIFACE POKES

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Airborne ranger	(t) f.aid	AA58
Airborne ranger	(d) f.aid	AA59
Apprentice	(t) mult	AA59
Army moves	(d) lives	AA59
Artura	(t) energ	AA58
Astro marine corps	(t) grena	AA62
Atf	(-) lives	AA59
Atv simulator	(t) time	AA62
Ball crazy	(t) lives	AA61
Barbarian 2	(t) lives	AA58
Batman (3d version)	(d) mult	AA59
Batman the movie	(-) grena	AA55
Batman the movie	(-) grena	AA56
Batman the movie	(d) mult	AA57
Battle of britain	(t) fuel	AA60
Batty	(t) lives	AA55
Batty	(t) lives	AA56
Beyond the ice palace	(t) mult	AA56
Bigfoot	(t) lives	AA59
Bigfoot	(t) lives	AA61
Bionic commando	(-) lives	AA59
Blade warrior	(t) mult	AA58
Blade warrior	(t) mult	AA61
Bobby baring	(t) helps	AA58
Bombfusion	(t) mult	AA58
Bombjack	(t) mult	AA57
Bombjack 2	(t) lives	AA57
Brian bloodaxe	(t) lives	AA58
Bronx street cop	(t) mult	AA60
Bubble bobble	(d) lives	AA58
Bubble bobble	(t) lives	AA58
Buggy boy	(t) time	AA55
Buggy boy	(t) time	AA56
Buggy boy	(t) time	AA61
Chase hq	(d) mult	AA55
Chase hq	(t) mult	AA55
Chase hq	(d) mult	AA56
Chase hq	(t) mult	AA56
Chicago 30s	(t) lives	AA60
Cholo	(t) invul	AA61
Cobra	(t) shots	AA57
Combat school	(t) timer	AA55
Combat school	(t) timer	AA56
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Count duckula	(t) enemy	AA60
Crazy cars	(t) time	AA58
Critical mass	(t) craft	AA60
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Dan dare	(t) lives	AA61
Dan dare 3	(t) mult	AA62
Deflektor	(t) mult	AA57
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Dragons lair	(d) lives	AA62
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Dynasty wars	(d) energ	AA62
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Fast food	(t) lives	AA56
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Game over	(t) lives	AA55
Game over	(t) lives	AA56
Game over 2	(d) lives	AA60
Garfield	(t) sleep	AA61
Get dexter	(t) energ	AA62
Ghouls 'n ghosts	(d) lives	AA55
Ghouls 'n ghosts	(d) lives	AA56
Glider rider	(t) mult	AA60
Goonies	(t) lives	AA61
Gunsmoke	(t) lives	AA60
Head over heels	(t) mult	AA60
Hoppin' mad	(t) lives	AA58
Hotrod	(d) fuel	AA60
I ball	(t) lives	AA58
Ikari warriors	(t) mult	AA57
Indy jones + last crusade	(t) mult	AA61
Inside outing	(t) mult	AA58
Italian supercar	(t) mult	AA59
Joe blade 3	(t) baddi	AA55
Joe blade 3	(t) mult	AA55
Joe blade 3	(t) baddi	AA56
Joe blade 3	(t) mult	AA57
Kane	(t) helps	AA58
Karnov	(t) lives	AA59
Klax	(d) credi	AA61
Knight force	(d) mult	AA58
Krakout	(t) lives	AA61
Licence to kill	(t) lives	AA59
Licence to kill	(d) mult	AA60
Live and let die	(t) fuel	AA62
Lost caves	(t) level	AA55
Mask	(t) damag	AA61
Mega apocalypse	(t) lives	AA58
Mega apocalypse	(t) lives	AA59
Metal army	(t) lives	AA61
Mig 29 soviet fighter	(t) mult	AA57
Mikie	(t) invul	AA57
Motocross simulator	(t) bikes	AA62
Myth	(d) mult	AA60
Nemesis	(d) mult	AA62
Ninja spirit	(d) credi	AA60
Nodes of yesod	(t) lives	AA59
Olli and lissa 3	(t) mult	AA57
Operation gunship	(t) mult	AA56
Operation thunderbolt	(t) lives	AA55
Operation thunderbolt	(t) lives	AA56
Outrun	(t) time	AA60
Palitron	(t) energ	AA58
Parabola	(t) lives	AA62
Plasmatron	(t) damag	AA62
Powerdrift	(t) credi	AA61
Pro boxing simulator	(t) lives	AA61
Pro power boat simulator	(t) mult	AA62
Prohibition	(t) lives	AA62
Psycho hopper	(t) mult	AA59
Psycho pigs uxb	(-) lives	AA59
Quattro power pack	(t) mult	AA62
R-type	(-) credi	AA55
R-type	(-) credi	AA56
R-type	(-) mult	AA59
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Rambo 3	(t) cont	AA60
Rasputin	(t) healt	AA58
Rastan	(t) lives	AA61
Red heat	(t) mult	AA59
Rex	(t) lives	AA62
Rick dangerous	(t) mult	AA62
Ricochet	(t) lives	AA58
Roadblasters	(t) mult	AA58
Rogue	(t) energ	AA61
Rolling thunder	(t) mult	AA61
Sacred armour of antiriad	(t) mult	AA62
Saigon combat unit	(t) mult	AA55
Savage	(t) lives	AA61
Scooby doo	(t) ghost	AA58
Scooby doo	(t) lives	AA59
Sdi	(t) lives	AA58
Shadow skimmer	(t) lives	AA58
Shinobi	(-) lives	AA55
Shinobi	(-) lives	AA56
Sidearms	(-) lives	AA59
Silkworm	(t) lives	AA62
Slap fight	(t) lives	AA60
Soldier of light	(t) lives	AA59
Sonic boom	(d) credi	AA60
Space harrier	(t) fire	AA56
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Speedzone	(t) lives	AA62
Split personalities	(t) mult	AA58
Stormlord	(t) invul	AA60
Strider	(t) energ	AA61
Subteranean stryker	(t) lives	AA61
Tau ceti 2	(-) mult	AA52
Techno cop	(t) mult	AA60
The hit squad	(t) lives	AA56
Thunderbirds	(t) lives	AA61
Thundercats	(t) lives	AA60
Timescanner	(d) balls	AA59
Toobin'	(d) credi	AA57
Turbo esprit	(t) lives	AA55
Turbo esprit	(t) lives	AA56
Turbo outrun	(-) credi	AA59
Turrican	(t) mult	AA62
Twin turbo v8	(-) mult	AA58
Twin turbo v8	(t) mult	AA62
Typhoon	(t) lives	AA55
Ultima ratio	(t) lives	AA61
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Untouchables	(t) times	AA56
Victory road	(t) lives	AA60
Vigilante	(-) lives	AA55
Vigilante	(-) lives	AA56
Vindicator	(-) mult	AA55
Vindicator	(-) mult	AA56
Vixen	(-) lives	AA59
Warlock	(t) lives	AA58
Wec le mans	(t) time	AA55
Wec le mans	(t) time	AA56
Wizard willy	(t) lives	AA56
Wonderboy	(t) lives	AA60
Wriggler	(t) lives	AA61
Xcel	(t) lives	AA61
Xevious	(-) lives	AA59
Xybots	(t) credi	AA62
Yabba dabba doo	(t) lives	AA59
Yie ar kung fu	(t) energ	AA57
Yogis great escape	(t) mult	AA60
Zolyx	(t) lives	AA58

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If you are one of those pools punters who regularly uses the perm plans for entering your weekly coupon, (as we at Intraset recommend). Then it is often difficult to assess whether or not you have actually won. PERM-MASTER puts an end to that. With it you simply enter the number of points obtained for each of your selections, and PERM-MASTER does the rest. The program is supplied already with some of the top plans built in, but if your favourite is not there, then you can simply create your own, using the unique perm editor.

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POOLSMASTER

(Formerly 'Pools Predictor' by Conyers Computer Systems)

The Computer Football Pools Predictor

The amazing POOLSMASTER program is by far the best Pools Predictor we have ever seen. In just 10 weeks of trying this program ourselves, we won no less than 12 dividends, the largest being nearly £300. Mr F. C. Hammond from Essex won nearly £10,000.00 in just 16 weeks. In his own words 'It's a licence to print money.' POOLSMASTER is simple to use and requires only that you keep the league tables up to date using your usual newspaper.

The result of many years research into the Football Pools by the programmer Martin Evans of C.C.S., the program is a materpiece of expertise, and is simplicity itself to use.

- Predicts Homes, Aways and Draws
- No fiddly typing in of teams names etc and no redundant databases.
- Instant read-out or Hardcopy if you have a printer.
- Uses scientific formula based on recent form home and away, league position, goals scored etc. It has long been realised that certain combinations of these factors return a much higher than average of draws than the laws of average would expect. POOLSMASTER looks for these factors and analyses their significance to give you the best possible chance of a win.
- Also has a 'Sequence Predictor' option. Many people believe that certain numbers on the coupon come up more often than others, and over a season patterns do seem to develop. The program analyses these patterns and predicts the numbers most likely to come up next. Certainly more scientific than sticking a pin in, or family birthdays etc.

If you do the POOLS then this is the program for you.
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THE GRAPHOLOGIST

This program is a must for anyone interested in analysing their handwriting, or analysing other peoples. It is also very useful for analysing prospective employees handwriting. To use the program, a sample of handwriting is obtained, perferably in ink. From the main menu of the program you will be prompted and guided to examine each detail of the sample. You will then be taken through deeper and deeper sets of sub menus, all prompting you for relevant details of the writing, and the points to watch for, and add to the file if applicable.

Upon completion you are left with a disk file up to 15 pages long (depending on the depth of detail you choose), this file can then be edited within your word processor to produce a full report for the writer.

Fully experienced Graphologists can charge almost what they like for a full analysis, so this could prove a very lucrative business venture for you.

We must however stress, that unless you are experienced in graphology, then we can in no way guarantee the accuracy of the information that the program provides. If you are an enthusiastic amateur or just curious, then this program could provide hours of entertainment, whilst teaching you the finer art of this fascinating subject.

The text within THE GRAPHOLOGIST was researched and written by a top London graphologist/criminologist James Woodward. The software was written by Martin Evans our consultant software writer.

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CASHMASTER

Master your own finances. There is now no need to be frightened by accountancy software. CASHMASTER provides you with the easiest method yet invented to keep track of all your finances. Be you a business or professional individual, you are sure to need to know where your money is going. CASHMASTER will allow you to input all the necessary information per transaction in one simple operation, whilst allowing you to extract the absolute maximum from it all again with an array of statements and reports.

- Features VAT analysis
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- Reports can be produced over any time span (1 day to 100 years)
- 90/99 Class Codes (User definable) per ledger file
- 30/99 Accounts per ledger file
- Detailed statements showing balances (Selected accounts & classes)
- Profit & Loss Statements (Selected accounts & class totals)
- Tagging of entries for extra report selectivity
- Items can be Inclusive, Exclusive or Zero VAT or VAT can be just ignored
- VAT element automatically calculated and displayed
- Pop up running total calculator
- Entries can repeated with just one key press (Standing Orders etc) Weekly, Fortnightly, Monthly, Quarterly, Half Yearly or Yearly
- Entries can be edited or deleted at any time
- Insert enteries anywhere, CASHMASTER puts them in chronological order for you.
- Reports directable to Screen, Printer or Disk file
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- Reference field for each entry (Invoice No, Desp Note No etc)
- 10,000 entries PC version, 2,200 PCWs
- No need for sorts, always in correct order
- All functions and operations available from main program screen
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- FREE seperate running total calculator for adding up those cheques, useful for those quick sums

WE APOLOGISE TO ALL OTHER SOFTWARE WRITERS AND TO ANYONE ELSE WHO HAS BOUGHT THE OTHER SO CALLED "EASY TO USE" PROGRAMS. CASHMASTER REALLY DOES BLOW THE LID OFF COMPUTERISED ACCOUNTING.

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Type ins

A scholastic month, with a timetable printer, maths quiz and more...!

TIMETABLER

Yes, schooldays. The best days of your life...

But back in the real world, if you are currently trying to come to terms (ha ha) with a totally new timetable in the new(ish) school year, this program might be perfect. Quite simply, it allows you to make neat and accurate printouts of your weekly timetable. It will provide you with information concerning each lesson, room number and teacher.

The program was written by Gareth Watts of Norwich, and is capable of storing many different timetables, so you and your friends will never have an excuse to be late for lessons again!

```
<BnAx> 10·'**·TIMETABLER·BY·GARETH·WATTS·**
<LqCk> 20·MODE·1:INK·0,1:INK·1,24:INK·2,6,1:INK·3,26,1:SPEED·INK·50,20:BORDER·1
<NvAl> 30·PEN·1
<MuBi> 40·OPENOUT"w":MEMORY·HIMEM-1:CLOSEOUT
<MnAl> 50·WIDTH·255
<OsCu> 60·FOR·e=1·TO·5:READ·day$(e):NEXT:FOR·e=1·TO·5:READ·day2$(e):NEXT:FOR·e=1·
      TO·5:READ·day3$(e):NEXT
<HuBq> 70·MODE·1:LOCATE·13,25:PEN·3:PRINT"·Screen":PEN·1
<IvCm> 80·MODE·1:PEN·1:LOCATE·1,25:PRINT"Display·to·:";:GOSUB·710:GOSUB·710:scr=0
<LwEm>
      90·LOCATE·10,1:PRINT"TIMETABLER";SPACE$(5);"By·Gareth·Watts":LOCATE·10,2:PRI
      NT"----------":LOCATE·5,4:PRINT"Menu":LOCATE·5,5:PRINT"----"
<CiHj> 100·PRINT"1)·Start·new·Timetable":PRINT"2)·Load·old·timetable":PRINT"3)·
      Save·current·Timetable":PRINT"4)·Catalogue":PRINT"5)·Printer/Screen":PRINT"6
      )·Display/Print·Timtable":PRINT"7)·Change·name":PRINT"8)·Editor":PRINT"9)·Ex
      it·program
<NlAx> 110·LOCATE·10,16:PRINT"Please·Select
<MuAt> 120·a$=UPPER$(INKEY$)
<EwBl> 130·IF·a$=""·OR·a$<"1"·OR·a$>"9"·THEN·120
<OlAn> 140·a=VAL(a$)
<EtBp> 150·ON·a·GOSUB·170,410,540,680,710,750,1590,1110,1540
<CuBn> 160·IF·scr<>1·THEN·GOTO·80·ELSE·scr=0:GOTO·90
<OvAt> 170·'**·START·NEW·TIMETABLE·**
<OkBq> 180·MODE·1:INPUT"How·many·periods·a·day·(1·to·8)·:·",per$
<LuAw> 190·INPUT"Name·of·form·:",form$
<JvCj> 200·INPUT"Name·:",name$:IF·LEN(name$)>12·THEN·PRINT·CHR$(7);:GOTO·200
<MsAq> 210·per=VAL(per$)
<EkBi> 220·spaces=INT((79-5-(per))/per)
<LsCi> 230·FOR·x=1·TO·5:CLS:PRINT·day$(x),"Space:";spaces;"characters
<AuAr> 240·FOR·p=1·TO·per
<MwAs> 250·PRINT:PRINT"Period";p
<AsBv> 260·IF·flag=1·THEN·flag=0:GOSUB·390:GOTO·370:'NEXT·p,x
<OxBi> 270·INPUT·"Enter·Subject·:·",sub$(x,p)
<NlBu> 280·IF·LEN(sub$(x,p))>spaces·THEN·PRINT·CHR$(7);:GOTO·270
<PtBk> 290·INPUT·"Enter·Teacher·:·",teach$(x,p)
<OjBt> 300·IF·LEN(teach$(x,p))>spaces·THEN·PRINT·CHR$(7);:GOTO·290
<ItBj> 310·INPUT·"Enter·Room·no.:·",room(x,p)
<AuBw> 320·IF·LEN(STR$(room(x,p)))-1>spaces·THEN·PRINT·CHR$(7);:GOTO·310
<DoBp> 330·INPUT·"Single·or·Double·period·(S/D)·:·";pernum$
<BuAu> 340·pernum$=UPPER$(pernum$)
<AoCl> 350·IF·pernum$<>·"S"·AND·pernum$<>"D"·THEN·PRINT·CHR$(7);:GOTO·330·
<EsBi> 360·IF·pernum$="D"·THEN·flag=1
<JiAl> 370·NEXT·p,x
<OtAm> 380·RETURN
<LvDi> 390·IF·p=1·AND·x>1·THEN·sub$(x,p)=sub$(x-1,per):teach$(x,per)=teach$(x-
      1,per):room(x,p)=room(x-1,per):RETURN
<PnCq> 400·sub$(x,p)=sub$(x,p-1):teach$(x,p)=teach$(x,p-1):room(x,p)=room(x,p-
      1):RETURN
<MnAr> 410·'**·LOAD·TIMETABLE·**
<PjBo> 420·MODE·1:PRINT:PRINT·SPACE$(12);"LOAD·TIMETABLE"
<AuAl> 430·PRINT
<EnBt> 440·PRINT"Enter·filename·(Max·8·characters)·:":INPUT·file$
<LjBq> 450·IF·LEN(file$)>8·THEN·PRINT·CHR$(7);:GOTO·440
<BsAr> 460·OPENIN·LOWER$(file$)
<FmBi> 470·INPUT·#9,form$,name$,per,spaces
<MoAq> 480·FOR·x=1·TO·5
<KxAr> 490·FOR·p=1·TO·per
<PkBl> 500·INPUT·#9,sub$(x,p),teach$(x,p),room(x,p)
<JuAl> 510·NEXT·p,x
<KiAn> 520·CLOSEIN
<KxAn> 530·RETURN
<OkAr> 540·'**·SAVE·TIMETABLE·**
<DlBp> 550·MODE·1:PRINT:PRINT·SPACE$(12);"SAVE·TIMETABLE"
<NkAl> 560·PRINT
<NtCt> 570·IF·sub$(1,1)=""·THEN·PRINT"No·timetable·to·process":PRINT"(SPACE)":
      CALL·&BB18:RETURN
<JkBs> 580·PRINT"Enter·filename·(Max·8·characters)·:":INPUT·file$
<PuBo> 590·IF·LEN(file$)>8·THEN·PRINT·CHR$(7);:GOTO·580
<AtAo> 600·OPENOUT·file$
<MpBt> 610·PRINT#9,form$:PRINT#9,name$:PRINT#9,per:PRINT#9,spaces
<AwAr> 620·FOR·x=1·TO·5
<FrAr> 630·FOR·p=1·TO·per
<NwBs> 640·PRINT#9,sub$(x,p):PRINT#9,teach$(x,p):PRINT#9,room(x,p)
<BsAm> 650·NEXT·p,x
<CqAo> 660·CLOSEOUT
<IxAn> 670·RETURN
<FjAq> 680·'**·CATALOGUE·**
<HvBt> 690·MODE·1:PRINT"Catalogue":PRINT:CAT:CALL·&BB18:RETURN
<OvAo> 700·NEXT·u,f:RETURN
<KjAs> 710·'**·PRINTER/SCREEN·**
<MuBu> 720·IF·display=0·THEN·display=8·ELSE·display=0·
<PnCq> 730·LOCATE·13,25:PEN·3:IF·display=0·THEN·PRINT"·Screen·"·ELSE·PRINT"·
      Printer·"
<CxAs> 740·PEN·1:scr=1:RETURN
<BiBj> 750·'**·DISPLAY/PRINT·TIMETABLE·**
<HiAu> 760·MODE·2:PRINT·SPACE$(8);
<DoAu> 770·used=5+per+(spaces*per)
<GtCo> 780·IF·display=0·THEN·PRINT"Display·timetable"·ELSE·PRINT"Print·timetable"
<FtCu> 790·IF·sub$(1,1)=""·THEN·PRINT"No·timetable·to·process":PRINT"(SPACE)":
      CALL·&BB18:RETURN
<GiCp> 800·IF·display=8·THEN·INPUT"Number·of·copies·:",cop·ELSE·cop=1:GOTO·840
<CuFi> 810·INPUT"(N)ormal/(C)ondensed/(V)ery·condensed·:",size$:IF·size$=""·OR·
      size$<>"n"·AND·size$<>"c"·AND·size$<>"v"·THEN·PRINT·CHR$(7);:GOTO·810
<BrIs> 820·PRINT#8,CHR$(27);"@":IF·size$="c"·THEN·PRINT#8,CHR$(15);:ELSE·IF·
      size$="v"·THEN·PRINT#8,CHR$(27);CHR$(65);CHR$(6);CHR$(15);CHR$(27);CHR$(83);
      CHR$(1);:ELSE·INPUT"(D)raft/(N)LQ·:",type$:IF·type$="n"·THEN·PRINT#8,CHR$(27
```

Er...Um... Sorry

The Character Design Program which we featured last issue certainly wasn't bug-riddled. Oh, gosh no. But it wasn't quite perfect, either. But it had NO bugs in it. Virtually no mistakes at all. Almost perfect. Well, OK. It had two bugs in it. For these to be solved, it is necessary to add two lines to the code.

```
1215 PRINT #9,"SYMBOL AFTER 32"
1455 SYMBOL a,tot(a,3),tot(a,4),tot(a,5),tot(a,6),tot(a,7),tot(a,8),tot(a,9),
     tot(a,10)
```

This should put things right. Not that there was anything wrong at all. What with no bugs or mistakes being present in the program. Well, not many. Two bugs isn't many. It isn't a much as three. Or six.

```
      )+"n":ELSE·PRINT#8,CHR$(27)+"p"
{JpBl} 830·IF·cop<1·THEN·PRINT·CHR$(7);:GOTO·800
{MxAq} 840·FOR·e=1·TO·cop
{CmDu} 850·PRINT#display,"Form·:·";form$;SPACE$(25);"Name:·";name$:PRINT#
      display,"S=Subject":PRINT#display,"T=Teacher":PRINT#display,"R=Room
{KwCm} 860·PRINT#display,SPACE$(7);:FOR·t=1·TO·per:PRINT#display,t;SPACE$
      (spaces-2);:NEXT
{MjAp} 870·FOR·x=1·TO·5
{LpAu} 880·table$(1)=day2$(x)+"|S·|"
{LmAu} 890·table$(2)="·|T·|"
{PtAv} 900·table$(3)="·|R·|"
{BrAo} 910·PRINT#display
{AuAx} 920·PRINT#display,STRING$(used,"_")
{KnAr} 930·FOR·p=1·TO·per
{BjAw} 940·add=spaces-LEN(sub$(x,p))
{OuBi} 950·add2=spaces-LEN(teach$(x,p))
{FpBi} 960·add3=spaces-LEN(STR$(room(x,p)))
{PqBm} 970·table$(1)=table$(1)+sub$(x,p)+SPACE$(add)+"|"
{CtBt} 980·table$(2)=table$(2)+teach$(x,p)+SPACE$(add2)+"|"
{LmBv} 990·table$(3)=table$(3)+STR$(room(x,p))+SPACE$(add3)+"|"
{BwAk} 1000·NEXT
{EpBr} 1010·IF·display=0·THEN·PRINT·CHR$(22);CHR$(1);
{NrAp} 1020·FOR·r=1·TO·3
{DjAu} 1030·PRINT#display,table$(r);
{HmBx} 1040·IF·display=8·THEN·PRINT#8,CHR$(13);STRING$(used,"_")
{FoBu} 1050·IF·display=0·THEN·PRINT·CHR$(13);STRING$(used,"_")
{PkAm} 1060·NEXT·r,x
{DmBo} 1070·IF·display=8·THEN·PRINT#8,CHR$(12);
{KoAk} 1080·NEXT
{BsBv} 1090·IF·display=8·THEN·PRINT"Finished·-·Press·any·key."
{PvAu} 1100·CALL·&BB18:RETURN·
{NuAn} 1110·'**·EDITOR·**
{GmAx} 1120·MODE·1:PRINT·SPACE$(20);"EDITOR"
{BkCv} 1130·IF·sub$(1,1)=""·THEN·PRINT"No·Timetable·to·process·-
      ·press·a·key":CALL·&BB18:RETURN
{BqDp} 1140·PRINT:PRINT"1)·Edit·single·period":PRINT"2)·Search·&·replace":
      PRINT"3)·Main·Menu":LOCATE·10,8:PRINT"Please·Select
{JkBk} 1150·a$=LOWER$(INKEY$):IF·a$=""·THEN·1150
{IqBi} 1160·IF·a$>"3"·OR·a$<"1"·THEN·1150
{DlAv} 1170·IF·a$="3"·THEN·RETURN
{BnAv} 1180·IF·a$="2"·THEN·1310
{MoBv} 1190·CLS:INPUT·"Enter·first·two·letters·of·day·:·",lets$
{MrBw} 1200·FOR·w=1·TO·5:IF·lets$<>day3$(w)·THEN·NEXT·ELSE·GOTO·1220
{KsAt} 1210·PRINT·CHR$(7);:GOTO·1190
{OkAx} 1220·INPUT"Enter·period·number·:·",num
{MiBq} 1230·IF·num>per·OR·num<1·THEN·PRINT·CHR$(7);:GOTO·1220
{AmBj} 1240·PRINT"Current·details·are·:-"
{BnBw} 1250·PRINT·sub$(w,num):PRINT·teach$(w,num):PRINT·room(w,num)
{AqBt} 1260·PRINT:PRINT"Enter·replacements·in·same·order":PRINT
{AmBv} 1270·INPUT·"",sub$(w,num):IF·LEN(sub$(w,num))>spaces·THEN·1270
{EuBw} 1280·INPUT·"",teach$(w,num):IF·LEN(teach$(w,num))>spaces·THEN·1280
{PoCi} 1290·INPUT·"",room(w,num):IF·LEN(STR$(room(w,num)))>spaces·THEN·1290
{HtAn} 1300·GOTO·1110
{GpAr} 1310·'**·SEARCH·&·REPLACE·**
{PkBn} 1320·CLS:PRINT·SPACE$(15);"SEARCH·&·REPLACE":PRINT
{FiDo} 1330·PRINT"1)·Change·subject":PRINT"2)·Change·teacher":PRINT"3)·Change·
      room":LOCATE·10,7:PRINT"Please·Select"
{FmBm} 1340·a$=LOWER$(INKEY$):IF·a$=""·THEN·1340
{GwBk} 1350·IF·a$>"3"·OR·a$<"1"·THEN·1340
{AjCt} 1360·IF·a$<>"3"·THEN·INPUT·"Change·from·:·";chanf$·ELSE·INPUT·"Change·
      from·:·";chanf
{EmCr} 1370·IF·a$<>"3"·THEN·INPUT·"Change·to·:·";chan$·ELSE·INPUT·"Change·to
      ·:·";chan
{HqEk} 1380·IF·a$<>"3"·THEN·IF·LEN(chan$)>spaces·THEN·PRINT·CHR$(7);:GOTO·1370·
      ELSE·IF·LEN(STR$(chan))>spaces·THEN·PRINT·CHR$(7);:GOTO·1370
{HmAv} 1390·IF·a$<>"1"·THEN·1430·
{NxAu} 1400·FOR·u=1·TO·5:FOR·y=1·TO·per
{LmBn} 1410·IF·sub$(u,y)=chanf$·THEN·sub$(u,y)=chan$
{JoAl} 1420·NEXT·y,u
{BjAu} 1430·IF·a$<>"2"·THEN·1510
{ElAv} 1440·FOR·u=1·TO·5:FOR·y=1·TO·per
{LqBu} 1450·IF·teach$(u,y)=chanf$·THEN·teach$(u,y)=chan$:
{PsAm} 1460·NEXT·y,u···
{PjAs} 1470·IF·a$="3"·THEN·1510
{BrAw} 1480·FOR·u=1·TO·5:FOR·y=1·TO·per:
{AkBp} 1490·IF·room(u,y)=chanf·THEN·room(u,y)=chan
{HoAl} 1500·NEXT·y,u
{AsAn} 1510·GOTO·1110
{EuAm} 1520·NEXT·y,u
{KoAt} 1530·CALL·&BB18:RETURN
{DuAs} 1540·'**·EXIT·PROGRAM·**
{GvBm} 1550·LOCATE·1,22:PRINT"Exit:·Are·you·sure?"
{GpBo} 1560·a$=UPPER$(INKEY$):IF·a$=""·THEN·1560
{LkBs} 1570·IF·a$<>"Y"·THEN·LOCATE·1,22:PRINT·SPACE$(19):RETURN
{PwAx} 1580·WHILE·INKEY$<>"":WEND:MODE·1:END
{NiAq} 1590·'**·CHANGE·NAME·**
{AmBk} 1600·CLS:INPUT"Enter·new·name·:",name$
{FqCj} 1610·IF·LEN(name$)>12·THEN·PRINT·CHR$(7);:GOTO·1600·ELSE·RETURN
{GrCl} 1620·DATA·Monday,Tuesday,Wednesday,Thursday,Friday,M,T,W,T,F,mo,tu,we,
      th,fr
```

SHADOW PRINT

This neat bit of coding looks great in colour, and shows you what can be done in only a few short lines. It comes from Shabaz Yousaf, from the fair town of Slough.

If you list the program, and EDIT line 20, you can change t$ to include any words you want. Simply delte the text between the quotes, and add your own message. No more than 14 characters though.

```
{FuAo} 1·'·Shadow·Print
{FuAs} 2·'·by·Shabaz·Yousaf
{EwAx} 3·'·Amstrad·Action·31st·August·1990
{PoBj} 10·MODE·1:INK·1,26:INK·2,24:INK·3,8
{BiAv} 20·INK·0,17:t$="Amstrads·Rule!
{FrBi} 30·BORDER·26:LOCATE·1,25:PRINT·t$
{PpAt} 40·FOR·x=1·TO·224·STEP·2
{DjAx} 50·FOR·y=1·TO·16·STEP·2:t=TEST(x,y)
{GmAs} 60·IF·t=0·THEN·130
{BuAv} 70·IF·TEST(x-2,y)=0·THEN·t=2
{JxAv} 80·py=y/2:FOR·px=0·TO·4·STEP·2
{EsAs} 90·xx=30+px+x/2*5+py*3
{DlAw} 100·MOVE·xx,200+py*6:DRAWR·3,6,t
{OuAr} 110·MOVE·xx,216-py*6
{NjBi} 120·POKE·&B338,170:DRAWR·3,-5:NEXT
{LoAt} 130·NEXT·y,x:LOCATE·1,1
{CiAw} 140·PRINT·CHR$(212)SPC(38)CHR$(213)
{KkAp} 150·LOCATE·1,25
{BoAx} 160·PRINT·CHR$(215)SPC(38)CHR$(214);
{NkAq} 170·WHILE·1:WEND
```

GRAFPLOT
● 6128 Only

Even more magic math mayhem from M. What a treat, eh readers? Enter your info and the computer draws the graph. What more could you possibly want?

```
{JoAq} 5·REM·graph·plotter
{PxAs} 7·REM·by·M.·MERRYFIELD
{InAo} 8·REM·Public·domain
{JnAw} 10·SYMBOL·242,96,144,48,192,240,0,0,0
{CtAx} 20·SYMBOL·243,96,16,96,16,96,0,0,0
{FiAx} 30·SYMBOL·244,16,48,80,248,16,0,0,0
{OpAq} 40·REM·opening·screen
{LpBi} 50·CLS:LOCATE·13,1:PRINT"GRAPH··PLOTTER"
{GqDo} 60·LOCATE·1,4:PRINT"··This·Program·displays·the··curves·of:-
      Linear,·Quadratic,·Cubic·and·Quartic····Equations."
{EpCp} 70·PRINT:PRINT"·These·terms·relate·to·the·highest·powerof·'x'·in·the·
      equation·as·follows:-"
{CkCl} 80·LOCATE·14,11:PRINT"LINEAR·...·x":LOCATE·14,12:PRINT···"QUADRATIC.·x";
```

```
      CHR$(242)
(FsCu) 90·LOCATE·14,13:PRINT"CUBIC·.....·x";CHR$(243):LOCATE·14,14:PRINT"
      QUARTIC·..·x";CHR$(244)
(LkBu) 100·PRINT:PRINT:PRINT"··The·longest·equation·is·of·the·form;"
(EjCo) 110·PRINT:PRINT"·········ax";CHR$(244);"+bx";CHR$(243);"+cx";CHR$(242);
      "+dx+e·=·y"
(KxDn) 120·PRINT:PRINT"··Enter·the·values·of·the·co-
      efficients·a,b,c,d,e·(seperated·by·a·comma)·Enter·0if·not·required."
(MiBm) 130·PRINT:PRINT"·······PRESS·A·KEY·TO·CONTINUE"
(DwAw) 140·WHILE·INKEY$="":GOTO·140:WEND
(HmAs) 150·REM·display·screen
(EwBl) 160·CLEAR·INPUT:MODE·1:PRINT"FORMULA:"
(HkAs) 170·WINDOW·1,40,25,25
(GpAt) 180·WINDOW·#1,9,40,1,1
(JwBu) 190·MOVE·0,18,2:DRAW·0,383:DRAW·639,383:DRAW·639,18:DRAW·0,18·
(OmAx) 200·ORIGIN·320,199,0,639,383,18
(PtBp) 210·MOVE·-320,0:DRAW·319,0:MOVE·0,182:DRAW·0,-183
(KwAs) 220·TAG:FOR·x=-8·TO·8
(LkAx) 230·MOVE·40*x,4:DRAW·40*x,-4:NEXT·x
(GoAo) 240·FOR·y=-4·TO·4
(GpBk) 250·MOVE·4,40*y:DRAW·-4,40*y:NEXT·y
(AlBo) 260·MOVE·-300,-8:PRINT·"-7";:MOVE·284,-8:PRINT"7";
(KjAl) 270·TAGOFF
(GuAl) 280·sc=1
(AvBn) 290·REM·read·formula·and·display·graph
(CsBq) 300·CLEAR·INPUT:INPUT"Enter·formula:-·",a,b,c,d,e
(PlCw) 310·PRINT#1,a;"x";CHR$(244);"+";b;"x";CHR$(243);"+";c;"x";CHR$(242);"+";
      d;"x";"+";e;"·=·0"
(OsBx) 320·TAG:MOVE·-52,160,2:PRINT·sc*4;:MOVE·-52,-152:PRINT·sc*-4;:TAGOFF
(JmAu) 330·FOR·x=-8·TO·8·STEP·0.02
(MiAx) 340·y=a*x↑4+b*x↑3+c*x↑2+d*x+e
(JjBk) 350·IF·y)(10*sc)·OR·y((-10*sc)·THEN·370
(AtAs) 360·PLOT·40*x,40*y/sc,3
(PuAj) 370·NEXT
(LpBo) 380·PRINT"MENU:·1.OVERLAY·2.RE-SCALE·3.NEW·4.END"
(CmCx) 390·IF·INKEY(64)=0·OR·INKEY(13)=0·THEN·290·ELSE·IF·INKEY(65)=0·OR·INKEY
      (14)=0·THEN·410·
(KpCx) 400·IF·INKEY(57)=0·OR·INKEY(5)=0··THEN·150·ELSE·IF·INKEY(56)=0·OR·INKEY
      (20)=0·THEN·420·ELSE·390
(ErCi) 410·CLEAR·INPUT:INPUT"INPUT·SCALE·(Multiples·of·0.25)··",sc:GOTO·320
(FqAn) 420·MODE·1:END
```

●

MATH-QUIZ

● 6128 Only

Back to school with a vengeance! Everyone knows that practising mathematics is one of the most fun things you can do, so why limit yourself to only doing maths in the classroom? This program, from Mr M Merryfield of Merseyside, will allow you to sharpen your numerical skills. You must input your age first; this acts like a skill level. Age 20 gives the hardest questions; they then get gradually easier as the age level increases or decreases (older persons's brains don't work too well, we assume). You can choose how many questions you wish to answer, and there is a time limit for completing each one individually. This is also modified by the age which you initially input.

```
(MoAr) 5·REM·····MATHS·QUIZ
(MiAq) 6·'by·M.Merryfield
(JsAp) 7·'public·domain
(LpBp) 10·ENT·1,10,5,10:ENT·2,10,-5,10:ENT·3,10,-5,1
(BiBm) 20·REM---set·screen·+·input-------------
(AnAq) 30·MODE·1:GOSUB·490
(MrAl) 40·GOSUB·500
(DwAq) 50·PAPER·#3,3:CLS·#3
(IiBm) 60·WINDOW·#2,2,39,2,24:PAPER·#2,2:CLS·#2
(GvBl) 70·WINDOW·#1,3,38,3,23:PAPER·#1,1:CLS·#1
(GqBl) 80·WINDOW·9,31,12,22:CLS:ORIGIN·48,48·
(GnCp) 90·WINDOW·#4,4,37,4,22:INK·2,26:CLS·#4:TAG:PLOT·0,15,2:PRINT·"MATHS·QUIZ";
(EpBk) 100·FOR·x=0·TO·158:FOR·y=0·TO·15·STEP·2
(EnAx) 110·IF·TEST·(x,y)=0·THEN·130
(IvBp) 120·PLOT·(x*2)+100,(y*2)+230,3:PLOT·(x*2)+100,(y*2)+228
(CkCk) 130·ON·SQ(1)·GOSUB·850:NEXT:NEXT:PLOT·0,15:PRINT··"··········";:INK·2,c:
      TAGOFF
(IuBk) 140·LOCATE·1,1:INPUT·"··How·old·are·you";age
(JmBk) 150·IF·age)19·THEN·ag=5·ELSE·ag=age/4
(HxBm) 160·PRINT:PRINT:INPUT·"How·many·questions";q
(LwDn) 170·CLS:PRINT"·SELECT·QUESTION·TYPE":PRINT:PRINT"··1··ADDITION":PRINT
      "··2··SUBTRACTION":PRINT"··3··MULTIPLICATION"
(PkCl) 180·PRINT"··4··DIVISION":PRINT"··5··SQUARES":PRINT"··6··ROOTS":PRINT
      "··7··POT·POURRI"
(ImBk) 190·qt$=INKEY$:IF·qt$=""·THEN·190
(LoBj) 200·n=VAL(qt$):IF·n(1·OR·n)7·THEN·190
(PlCk) 210·CLS:PRINT"You·have";INT(q*15/ag);"seconds·to","answer";q;"questions."
(NwDm) 220·LOCATE·1,5:PRINT"STARTING":FOR·x=1·TO·10:FOR·y=1·TO·200:NEXT:LOCATE
      ·8+x,5:PRINT".":SOUND·7,1276,5:NEXT
(BrBk) 230·LOCATE·19,5:PRINT"NOW!":CLEAR·INPUT
(CkBj) 240·REM------------·quiz·-------------
(KkBq) 250·ab=0:qu=q:correct=0:AFTER·(750*q)/ag,1·GOSUB·520
(FrAu) 260·AFTER·(1250/ag)·GOSUB·510
(CmAu) 270·q=q-1:IF·q(0·THEN·340
(FqAw) 280·IF·age)8·THEN·y=5·ELSE·y=3
(NuAr) 290·IF·n=7·THEN·xo=1
(GwBk) 300·IF·xo=1·THEN·n=INT(RND*y)+1:xo=1
(OjCt) 310·CLS:nub=INT(RND*5)+1:num=INT(RND*10*ag*ag):numb=INT(RND*10*ag)+1:
      LOCATE·5,4
(CkBk) 320·ON·n·GOSUB·530,580,620,660,700,750
(AtBk) 330·IF·ab=1·THEN·correct=correct+1
(CkAn) 335·GOTO·260
(GiBi) 340·DI:CLS:IF·correct(qu·THEN·380
(NwCj) 350·PRINT:PRINT:PRINT"·····WELL·DONE!":PRINT:PRINT:PRINT"·····ALL·
      CORRECT!"·
(PwAn) 360·GOSUB·430·
(DmAn) 370·GOTO·390
(DsBm) 380·PRINT"······YOU·GOT";correct,"······OUT·OF";qu
(CwCj) 390·LOCATE·1,9:PRINT·"·····PRESS·SPACE":PRINT:PRINT"···FOR·ANOTHER·GO!"
(MwBl) 400·i$=INKEY$:IF·i$="·"·THEN·CLS:RUN·140
(DtAs) 410·IF·i$=""·THEN·400
(FqAn) 420·MODE·1:END
(NxBk) 430·REM------·flashing·border·---------
(EtBs) 440·GOSUB·490:FOR·flas=1·TO·40:SOUND·7,179,20,,,3
(DjBv) 450·FOR·flash=1·TO·5:BORDER·b:INK·3,c:INK·2,d:INK·1,a:NEXT
(OkBr) 460·FOR·flash=1·TO·10:BORDER·c:INK·3,d:INK·2,a:INK·1,b:NEXT
(DxCm) 470·FOR·flash=1·TO·10:BORDER·d:INK·3,a:INK·2,b:INK·1,c:NEXT:NEXT:GOSUB·500
(KmAn) 480·RETURN
(CtAx) 490·a=8:b=6:c=24:d=2:RETURN
(IpBo) 500·BORDER·a:INK·3,b:INK·2,c:INK·1,d:INK·0,26:RETURN
(NkDm) 510·IF·ab=1·THEN·correct=correct-1:PRINT"·OUT·OF·TIME...NEXT·ONE:-
      ":GOSUB·830:FOR·x=1·TO·300:NEXT:RETURN
(BiBn) 520·q=0:PRINT"···TIMES·UP!!":GOSUB·830:RETURN
```

JUST IN CASE YOU DIDN'T KNOW...

Just in case – after all, it's always possible – you don't know what those funny dots in the listing are for, here's the answer. They're there to indicated spaces – sometimes it's hard to tell how many spaces there are in a line containing text, say. (Getting the number of spaces wrong may not stop the program working, but it'll give you some funny check-sums when you run it through *Type-Writer.*)

AND THAT'S NOT ALL. Also in case you didn't already know, you can earn yourself vast amounts of cash by sending us *Type-Ins*. (We have to think they're good enough to publish, of course. And make sure you enclose an SAE so that we can send your tapes/disks back.)

Just to give you an idea, some *Type-Ins* can earn their authors between £15 (for some really weedy dozen-liner) to £40 for a truly colossal (no bigger than 10K, though), stupendous masterpiece (it really does have to be good to warrant that amount of space though).

So what're you waiting for? Get those listings in!

```
{GtBl} 530·REM·------quiz·routines·:----------
{FpAv} 540·PRINT·num;"+";numb;"="
{ItAm} 550·GOSUB·800
{GkBx} 560·IF·num+numb=ans·THEN·ab=1:GOSUB·840·ELSE·ab=0:GOSUB·820
{ApAn} 570·RETURN
{KxCm} 580·IF·num>numb·THEN·PRINT·num;"-";numb;"="·ELSE·PRINT·numb;"-";num;"="
{OlAl} 590·GOSUB·800
{KpCn} 600·IF·num-numb=ans·OR·numb-num=ans·THEN·ab=1:GOSUB·840·ELSE·ab=0:GOSUB·820
{GnAn} 610·RETURN
{GwAv} 620·PRINT·nub;"X";(numb+1);"="
{KlAm} 630·GOSUB·800
{LqBw} 640·IF·nub*(numb+1)=ans·THEN·ab=1:GOSUB·840·ELSE·ab=0:GOSUB·820
{IjAn} 650·RETURN
{LqBl} 660·nu=nub*numb:PRINT·nu;CHR$(172);numb"="
{LxAm} 670·GOSUB·800
{MvBu} 680·IF·ans=nub·THEN·ab=1:GOSUB·840·ELSE·ab=0:GOSUB·820
{JvAm} 690·RETURN
{MjAs} 700·f=INT(numb/2):an=f↑2
{EtAv} 710·PRINT"SQUARE·of";f;"="
{KxAm} 720·GOSUB·800
{MuBu} 730·IF·an=ans·THEN·ab=1:GOSUB·840·ELSE·ab=0:GOSUB·820
{OxAm} 740·RETURN
{DrAu} 750·f=INT(numb/2):an=f↑2·
{JsAu} 760·PRINT"SQ·ROOT·of";an;"="
{EpAm} 770·GOSUB·800
{AjBt} 780·IF·f=ans·THEN·ab=1:GOSUB·840·ELSE·ab=0:GOSUB·820·
{IpAn} 790·RETURN
{DuBi} 800·REM------------·answers·---------
{OmBj} 810·LOCATE·19,4:INPUT·;"",ans:RETURN
{HvBo} 820·LOCATE·1,7:PRINT"OOOOPS·wrong:next·one"
{GqBs} 830·SOUND·7,358,100,,,1:FOR·x=1·TO·300:NEXT:RETURN
{HpBq} 840·SOUND·7,179,100,,,2:FOR·x=1·TO·300:NEXT:RETURN
{ClBm} 850·REM---------play·sounds-------------
{CpAo} 860·READ·tone
{CmAp} 870·SOUND·1,tone
{JxAx} 880·IF·tone=127·THEN·RESTORE
{HjAn} 890·RETURN
{LmCl} 900·DATA·239,239,239,213,213,213,190,190,190,179,159,142,·142,127,
```

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QUADRATICS

● 6128 Only

More zany maths fun with this quadratic equation solver, again from Mr Merryfield. Boffins will be delighted with the program, which solves the sums, then displays a graph of its handiwork.

```
{OlBi} 5·REM·quadratic·equation·solver
{MnAu} 7·'·by·M.Merryfield;·sept·1990
{JtAp} 8·'public·domain
{KlAr} 10·REM·input·A,B·and·C
{JqAk} 20·CLS
{FjBp} 30·PRINT"····To·solve·a·QUADRATIC·EQUATION"·
{GvAl} 40·PRINT
{OvAu} 50·PRINT"············of·the·form·:-"
{MxAk} 60·PRINT
{OsAu} 70·PRINT"············;··ax↑2+bx+c=0"
{DjAl} 80·PRINT
{NuCj} 90·INPUT·"·····Enter·the·values·of·a,b·and·c············(seperated·by·a·
      comma)·",A,B,C
{AsAl} 100·PRINT
{GxBm} 110·PRINT·"········";A;"x↑2·X";B;"x·X";C;"=0"
{CwAm} 120·PRINT
{NiBu} 130·REM·check·for·zero·value·variables·and·deal·accordingly·
{HlAt} 140·IF·A<>0·THEN·250
{FwAs} 150·IF·B<>0·THEN·210
{ElAt} 160·IF·C<>0·THEN·190
{IlDm} 170·PRINT"·The·equation·is·of·a·curve,·overlaying·the·X·axis,providing·an·
      infinite·number·of·values·for·X."
{MlAm} 180·GOTO·620
{KxDj} 190·PRINT"·The·equation·is·of·the·form·c=y,·········i.e.·a·horizontal·
      straight·line·where·there·is·no·value·of·X"
{GmAm} 200·GOTO·620
{KkBx} 210·PRINT"·This·provides·a·linear·equation·of·the·form·bx+c=0."
{GkAn} 220·X=(-C/B)
{KrAm} 230·GOSUB·680
{HiAm} 240·GOTO·620
{NtAr} 250·IF·C<>0·THEN·350
{OrAt} 260·IF·B<>0·THEN·310
{PtBs} 270·PRINT"·This·gives·an·equation·of·the·form·······ax↑2=0"
{NpAj} 280·X=0
{DtAm} 290·GOSUB·680
{JnAm} 300·GOTO·620
{ItCx} 310·PRINT"·This·gives·an·equation·of·the·form·······ax↑2+bx=0.·If·we·
      divide·by·x·we·get·····ax+b=0.
{CnAm} 320·X=(-B/A)
{IvAm} 330·GOSUB·680·
{InAm} 340·GOTO·620·
{DxBt} 350·REM·Check·if·roots·are·REAL,COINCIDENT·or·COMPLEX
{MmAx} 360·IF·B↑2·<>·4*A*C·THEN·390
{AvCj} 370·PRINT·"·The·root·is·COINCIDENT,providing·only·1·solution."
{OsAk} 380·GOTO·410
{LmAw} 390·IF·B↑2·<·4*A*C·THEN·520
{OlBq} 400·PRINT·"The·root·is·REAL,providing·2·solutions."
{MxAx} 410·REM·solve·quadratic·equation
{DuAx} 420·X=(-B+SQR((B↑2)-(4*A*C)))/(2*A)
{LrAw} 430·X1=(-B-SQR((B↑2)-(4*A*C)))/(2*A)
{KrAw} 440·REM·print·quadratic·solution
{HtAn} 450·GOSUB·680
{HtAt} 460·IF·X=Y·THEN·620
{KiAl} 470·PRINT
{IiAp} 480·PRINT"············OR"
{OsAl} 490·PRINT
{DuAo} 500·PRINT"·······";X1
{EvAm} 510·GOTO·620
{JqAt} 520·REM·imaginary·root
{GlCl} 530·PRINT"···The·root·is·IMAGINARY,so·the·solution·must·include·a·COMPLEX·
      number."
{CoAm} 540·PRINT
{OkAu} 550·REM··imaginary·solution
{OnAt} 560·D=ABS(B↑2-(4*A*C))
{EsAs} 570·I=(SQR·(D))/(2*A)
{AmAo} 580·R=-B/(2*A)
{BxAv} 590·PRINT"···X=";R;"+j";I;"···OR"
{PxAk} 600·PRINT
{BrAs} 610·PRINT"···X=";R;"-j";I
{DqAw} 620·REM·rerun·draw·graph·or·end·
{JmAl} 630·PRINT
{FxDm} 640·PRINT"········Select·option:······················1.·Display·graph.
      ·······················2.·Solve·another·equation.··············3.·Exit·progr
      am."
{LuAx} 650·i$=INKEY$:IF·i$=""·THEN·650
{GkBi} 660·i=VAL(i$):IF·i<1·OR·i>3·THEN·650
{IpBs} 670·IF·i=1·THEN·720·ELSE·IF·i=2·THEN·10·ELSE·END
{BoAt} 680·REM·print·out·X·routine
{LwAk} 690·PRINT
{EkAw} 700·PRINT"···The·solution·is·";X
{MpAn} 710·RETURN
{GvAp} 720·REM·draw·axes
{OnAk} 730·CLS
{MiAo} 740·ORIGIN·320,210
{GiAo} 750·PLOT·-320,0,1
{PtAo} 760·DRAW·320,0
{OiAl} 770·PLOT·0,-190
{JtAo} 780·DRAW·0,190
{AxAp} 790·REM·plot·graph
{GxAt} 800·FOR·X=-8·TO·8·STEP·0.04
{KnAp} 810·Y=A*X↑2+B*X+C
{EwAq} 820·PLOT·40*X,4*Y,2
{AiAk} 830·NEXT
{MlAq} 840·LOCATE·1,25
{CkBr} 850·INPUT·"·Do·you·wish·to·solve·another?·(Y/N)";Q$
{JoAv} 860·IF·Q$="Y"·OR·Q$="y"·THEN·10
{CmAk} 870·END
```

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E-MOTION

5

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Enter the world of molecule tugging and towing and face the hard challenge of level 50. You have been warned!
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Turrican Disk	**£10.99**	**AA622AD**

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3



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7



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11



12





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AAFTERTHOUGHT

Gasp! New, improved price for *Amstrad Action* (and other excuses)

The price of *Amstrad Action* has, owing to public pressure, been forced to rise. A readers' letter has flooded in, complaining about the ridiculous cheapness of the magazine. How can it offer exceptional value for money when it is virtually free in the first place?

Actually, the price last rose in July 1989 (issue 46). That's nearly a year and a half ago. Increasing production and printing costs have, alas, taken their toll. So has the 100 per cent pay rise we've all taken, which readers voted for overwhelmingly during the recent Console Compo.

Amazingly, you can take advantage of the old price for another year! How? By simply subscribing to 12 issues. It'll cost £17.95, and includes a free game too! Choose from *Lords of Chaos*, *Pipe Mania* or *International 3D Tennis*.

Anyway, 15p a month isn't much, is it? (Well, it is when you work on *Amstrad Action*.)

Ole man ribbon

A great and terrible melancholy has fallen over the *AA* office. Our trusty little daisy-wheel printer ribbon has finally been discarded. The *AA* crew is almost fanatically environment-conscious, so goes in for recycling in a big way (*especially the jokes – ed*). We have been using the same printer ribbon since issue 3, and have re-inked it over 720 times. It is now only six atoms thick, withered and as dry as a bone. But we have kept using it because we have been made aware that Britain throws away 26 million ribbons each year. These would stretch from Lands End to John O' Groats and back three times.



● Your ribbon need never be nobbled again.

The idea of all these inky ribbons clogging up our motorway system is horrifying, so instead we use Re-Ink. This is sprayed directly into the open ribbon cartridge, and enables to ribbon to be re-used with no loss of print quality. The cans are available from Lateral Developments, on 0202 669777. In the meantime, our ribbon will be laid out on a nearby section of the M4 between Lands End and John O' Groats. Sing (all together); "*Tie a printer ribbon round the old oak tree...*"

To the newsagent: Amstrad Action is distributed by Future Publishing

Dear Newsagent,
Please reserve me a copy of the December Issue of *Amstrad Action*, due out on Thursday, 15th November.

Name:

Address:

Telephone number:

If you're under 16, please get your parent or guardian to sign here:

CONSOLE COMPO RESULTS

Hmm. As we predicted (to ourselves), a huge number of people wanted to win a GX4000 console. This, as you'll no doubt remember, is the glorious prize offered in our aptly-named Console Compo in *AA60*. The questions were taxing, but even more so was the tie-break. Several people resorted to satire, others used irony and pathos; alliteration and onomatopoeia were seen in profusion, and there was even the occasional hint of gross offensiveness. But, sad to say, many were rubbish.

Here's the best of the rest...

Everyone working on *Amstrad Action* because...

"...if they were paid more they might produce a vaguely decent magazine for once" Damian Smith, Windsor (well you don't win)

"...with a sense of humour like theirs, the extra money is needed for medical bills" Adrian Hand, Chesterfield

"...they got rid of Trenton Webb" Jonathan Morley, Horncastle (ho ho – sorry Trent)

"...bodyguards, libel suits and plastic surgery cost a lot!" David Ferguson, Bangor

"...they should have a bigger byte of the cherry" Martin Stean, Teignmouth (groan)

"...they create A Magazine Suitable To Radical Amstrad Dudes" Jason Cunningham, Ricester

"they make up great tie-break sentences that no-one can complete" Derek Milton (including you!)

"...AA is the best since Ocean was a puddle and Robocop was a couple of spare rivets" N J Barnes, Telford

But the winner has to be **D C Blakey of Cheltenham**, with *"...peanuts always need raisin"* – brilliant, what absolute cr*p! Your prize, consisting of one brand, spanking new GX4000 console, is on its way...



ADVERTISERS INDEX